

Quiz Game Application

This Project report has been submitted in fulfillment of the requirements for the Degree
of Bachelor of Science in Software Engineering



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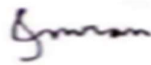
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APPROVAL

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PROJECT DECLARATION

The project entitled “**MD RAJIBUL ISLAM**” is done under the supervision **Mr. K. M. Imtiaz-Ud-Din Assistant Professor**, Department of Software Engineering, Daffodil International University. I declare that this project is my original work for the degree of B.Sc. in Software Engineering and that neither the whole work nor any part has been submitted for another degree in this or any other university.

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ABSTRACT

Quiz game application is an android base application. It's the most important for learning knowledge. Most of the people don't find the source of knowledge. This application will help them to gain knowledge and enrich their skills. Besides it's a free source. User don't have to any payment for using this application. It's also helps the users to prepare them as a good competitor.

CHAPTER 1

INTRODUCTION

1.1 Project preview

Quiz game is a mobile application system. Any android users can use this application. Where users can attend the quiz and gather the knowledge .They can also show their qiz marks. This application has various type of questions. It helps them to gain knowledge and know the world.

1.2 Project purpose

Knowledge is wealth. This application is very useful for the all kinds of people. To spread the knowledge all over the world it helps the user. Every questions mark is countable. User can complicate with others. Its will enrich our knowledge.

1.2.1 Background

Present world is searching for knowledgeable people. But the knowledgeable people is too little. Most of the people don't know the resource where they will learn. To reduce this this problem, this application is more useful for them.

1.2.2 Benefits & Beneficiaries

Benefits:

- Gather knowledge.
- Every question marks is countable, it helps them to recognize his position.
- Create the learning competition with others.
- Various type questions, make the knowledge in various fields.
- Know the world.

Beneficiaries:

- All kinds of people (Android users)

1.2.3 Goals

This project Goals are

- ✓ Learn at any place anytime.
- ✓ Quiz Game application is very simple to learn.
- ✓ Create knowledgeable man power
- ✓ Reduction time.
- ✓ Free resource for learning.

1.3 Stakeholders

- Android mobile users.

1.4 Block Diagram

Block diagram for the Quiz game application.

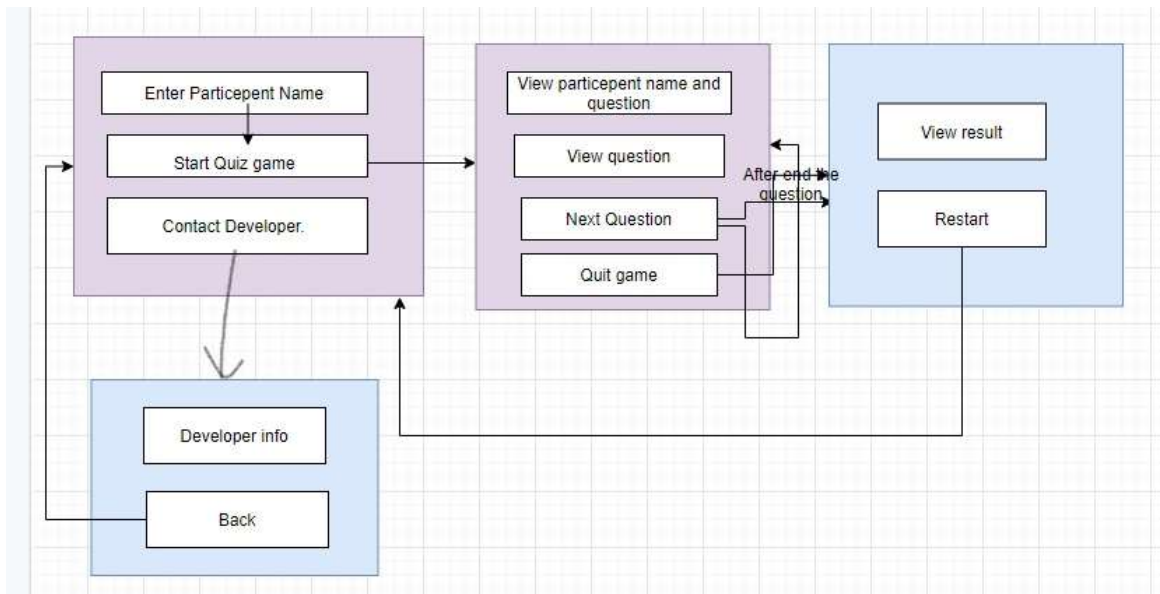


Figure 1.1: Block diagram

CHAPTER 2

SOFTWARE REQUIREMENT AND SPECIFICATION

2.1 Functional Requirement

- FR-1: Start the game
- FR-2: Proceed next question
- FR-3: Quit the game
- FR-4: Restart the game
- FR-5: View developer information
- FR-6: Back to home

2.2 Non-Functional Requirements

- Automatically show the user current locations.
- Easy to use the application.
- Performance
- Availability
- Maintainability
- Environmental
- Serviceability

2.3 Data Requirements

- User must be android phone.
- Participant name

2.4 Performance Requirements

2.4.1 Speed and Latency Requirements

- Every request should not take more than 1 second.

2.4.2 Precision or Accuracy Requirements

- Participant name(optional)
- Must android user

2.4.3 Capacity Requirements

- All the android user can use this app.
- Anytime user can get the benefit from the application.

2.5 Dependability Requirements

2.5.1 Reliability Requirements

- Answer authentication shown.
- Question must be reliable.

2.5.2 Availability Requirements

- Android phone have to be available.
- User need to install this application

2.5.3 Robustness or Fault-Tolerance Requirements

- “fault-tolerance” describes an application’s response to its environment
- An app is **robust** when it can work consistently with inconsistent data.

2.5.4 Safety-Critical Requirements

- User can use this app safely.
- Anything change or needed user can inform the developer by mailing.

2.6 Maintainability and Supportability Requirements

2.6.1 Maintenance Requirements

- This application is automatically maintained by operating system(android)
- User also can maintain and access this application easily and smoothly.

2.6.2 Supportability Requirements

- This application only support on android mobile

2.6.3 Adaptability Requirements

- No need to internet connection. So use this application anywhere.
- Answer update shown as Toast message.
- Marks rising show the every question.

2.6.4 Scalability or Extensibility Requirements

- Participant enter his name. Participant name shown in every page.
- User can show the total right and wrong answer.
- Also show total marks.

2.7 Security Requirements

2.7.1 Access Requirements

- All the Android user can access this application.
- User can access from anywhere.
- User can participate the quiz and get marks to gathering knowledge.
- Anything change or needed user can inform the developer by mailing.

2.7.2 Integrity Requirements

- Must needed android phone.

2.7.3 Privacy Requirements

- One user can show the other marks.
- This application is more protected.

2.8 Usability and Human-Interaction Requirements

2.8.1 Ease of Use Requirements

- User can participate the game.
- User can gather knowledge.

2.8.2 Personalization and Internationalization Requirements

- Any Android user in the world use this app.

2.8.3 Understandability and Politeness Requirements

- Every steps is clearly directed. So that user can easily to understand

2.8.4 Accessibility Requirements

- Every feature will be specified for specified users.
- User can get all the benefit which are included in this applications.

2.8.5 User Documentation Requirements

- User will have separate manual for use.

2.8.6 Training Requirements

- No need to training for attempt the quiz game.
- A document will be provided for users.

2.9 Look and Feel Requirements

2.9.1 Appearance Requirements

- There must have some popup to increase usability.
- User can get services any time any places.

2.9.2 Style Requirements

- Style should be decent and standard.
- All styles are used where needed as like

2.10 Operational and Environmental Requirements

2.10.1 Expected Physical Environment

- Android will better perform

2.10.2 Requirements for Interfacing with Adjacent Systems

- Smart phone (Android) will look good for the system.

2.10.3 Projectization Requirements

- Anyone android user can use this application. First of all, he has to install the application in his android phone, then he can get all the services of the application.

2.10.4 Release Requirements

2.10.4.1 *For the first release any specific organization will be hired.*

- Second release will be start with two or more organization involvement

2.11 Functional Requirement Mapping

F.R	Finalized Functional Requirement
F.R:01	Start the game
F.R:02	Proceed the next question
F.R:03	Quit the game
F.R:04	Restart the game
F.R:05	View developer information
F.R:06	Back to home

CHAPTER 3 SYSTEM ANALYSIS

3.1 Use case diagram

For the hole quiz game application.

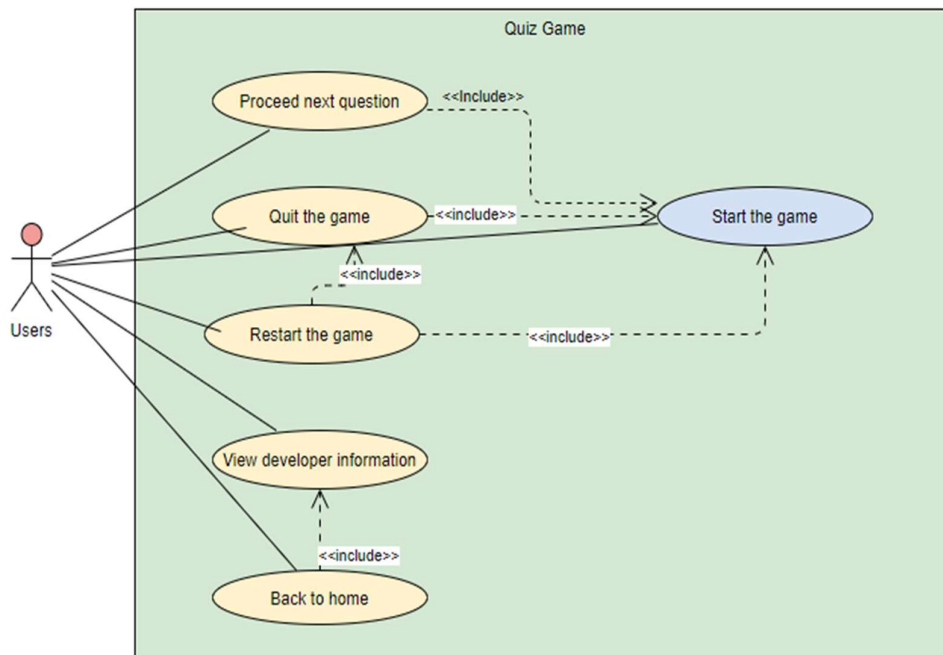


Figure 3.1: use case diagram

3.2 Identifying Use Cases

UC-1: Start the game

UC-2: Proceed the next question

UC-3: Quit the game

UC-4 : Restart the game

UC-5: View developer information

UC-6: Back to home

3.3 Identifying Use Cases Description

3.3.1 UC-1: Start the game:

Here described how will start the game.

Use Case Id	UC-1
Use Case name	Start the game
Scenario	User can Start the game
Triggering event	
Brief description	Click on the Start, the game will be Started.
	All android user.
Extending use case	None
Included use case	
Stakeholders	All android users
Pre-Condition	None
Basic path	1. Start the game,
Alternative path	None
Exceptional path	None
Post-Condition	None

3.3.2 UC-2: Proceed next question

Here describe how will proceed the next question.

Use Case Id	UC-2
Use Case name	Proceed next question
Scenario	User can attempt the next question
Triggering event	
Brief description	Click on the Next question, the user can attempt the next question.
	All android user

3.3.3 UC-3: Quit the game

Here describe how to quit the game.

Use Case Id	UC-3
Use Case name	Quit the game
Scenario	User can Quit the game
Triggering event	
Brief description	Click on the Quit, the game will be quited.
	All android user.
Extending use case	None
Included use case	UC-1: Start the game UC-2: Proceed the next question
Stakeholders	All android users
Pre-Condition	None
Basic path	1. Start 2. Next question 3. Quit
Alternative path	None
Exceptional path	None
Post-Condition	None

3.3.4 UC-4: Restart the game

Here describe how to restart the game.

Use Case Id	UC-4
Use Case name	Restart the game
Scenario	User can Restart the game
Triggering event	
Brief description	Click on the Restart, the game will be Restarted.
	All android user.
Extending use case	None
Included use case	UC-1: Start the game UC-2: Proceed the next question UC-3: Quit the game
Stakeholders	All android users
Pre-Condition	None
Basic path	1. Start , 2. Next question 3. Quit 4. Restart
Alternative path	None
Exceptional path	None
Post-Condition	None

3.3.5 UC-5: View developer information

Here describe how to view the developer information.

Use Case Id	UC-5
Use Case name	View developer information
Scenario	User can view the developer information
Triggering event	
Brief description	Click on the About, the user can view the developer information.
	All android user.
Extending use case	None
Included use case	
Stakeholders	All android users
Pre-Condition	None
Basic path	1. About
Alternative path	None
Exceptional path	None
Post-Condition	None

3.3.6 UC-6: Back to home

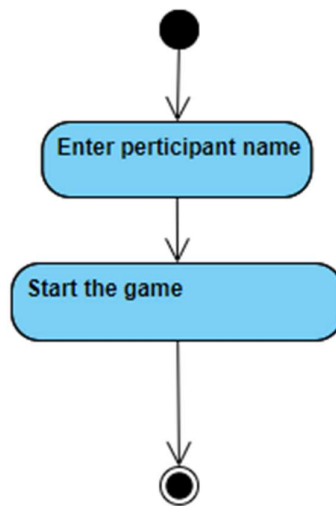
Here describe how to Go back to the home the page.

Use Case Id	UC-6
Use Case name	Back to home
Scenario	User can back to the home.
Triggering event	
Brief description	Click on the Back, the user can go back to the home
	All android user.
Extending use case	None
Included use case	UC-5: View developer information
Stakeholders	All android users
Pre-Condition	None
Basic path	1. About 2. Back
Alternative path	None
Exceptional path	None
Post-Condition	None

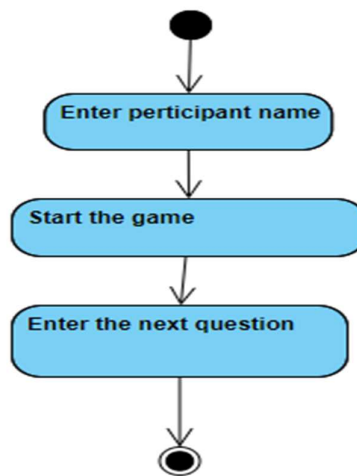
□

3.4 Activity Diagram

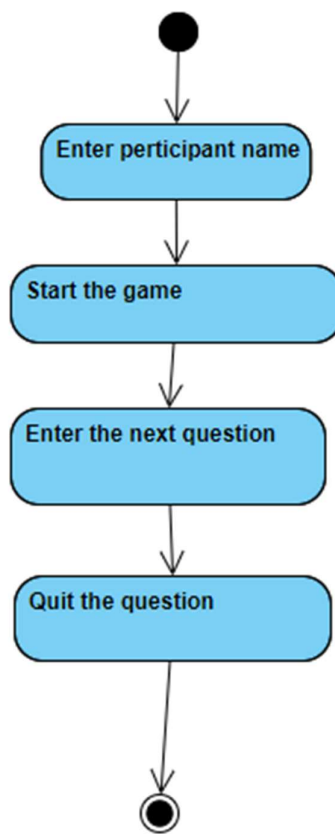
3.4.1 UC-1: Start the game



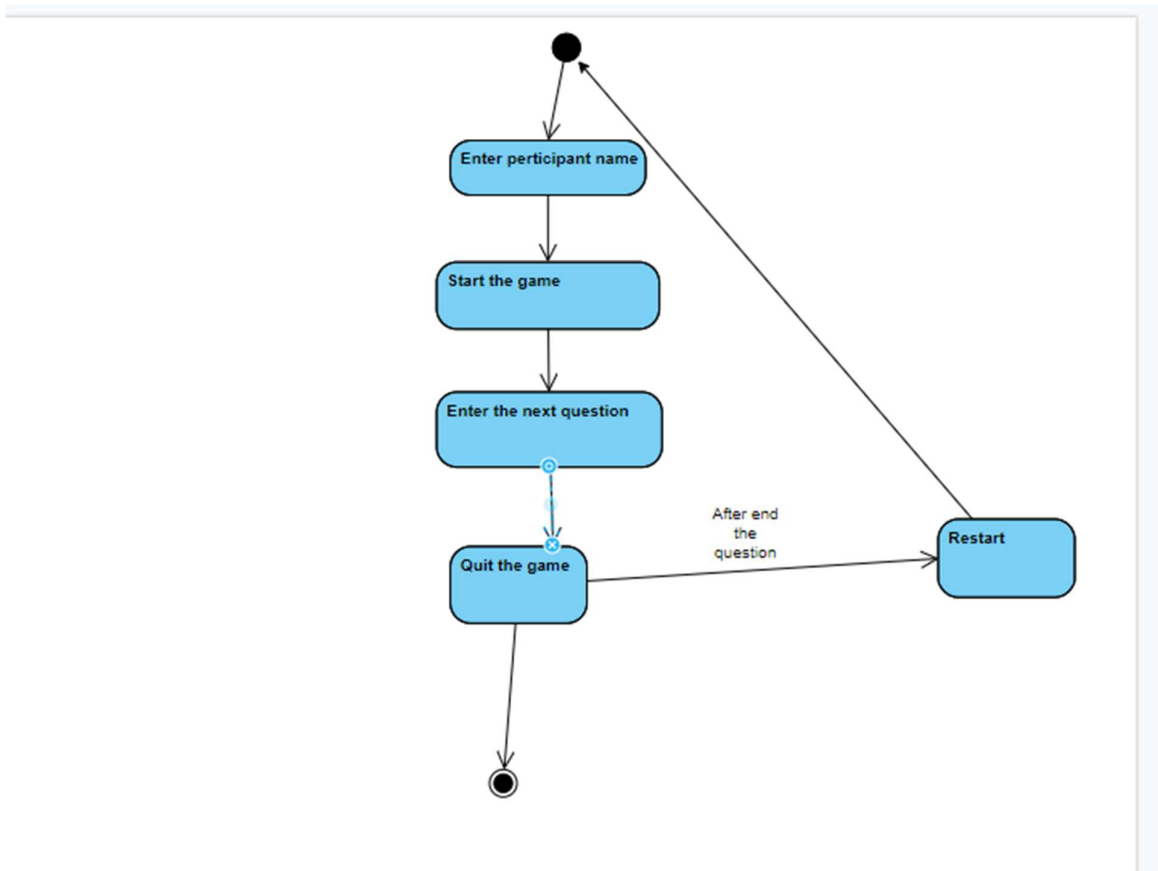
3.4.2 UC-2: Proceed next question



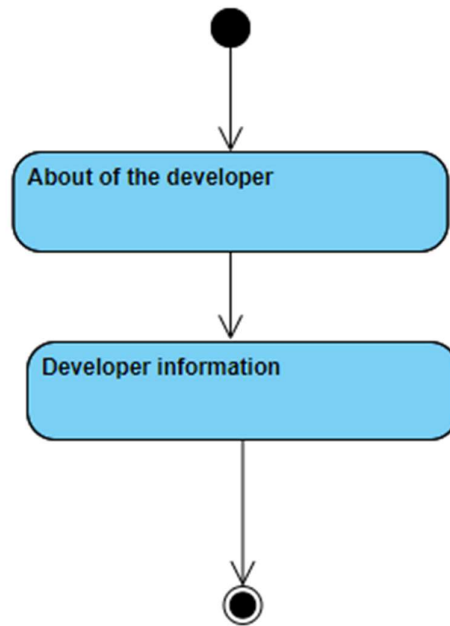
3.4.3 UC-3: Quit the game



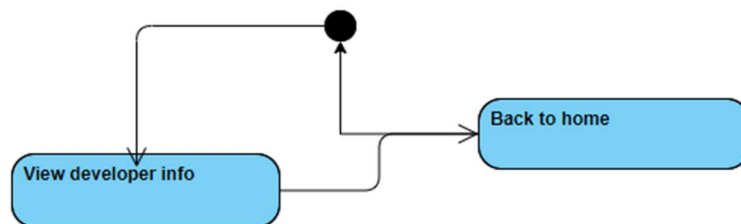
3.4.4 UC-4: Restart the game



3.4.5 UC-5: View developer information

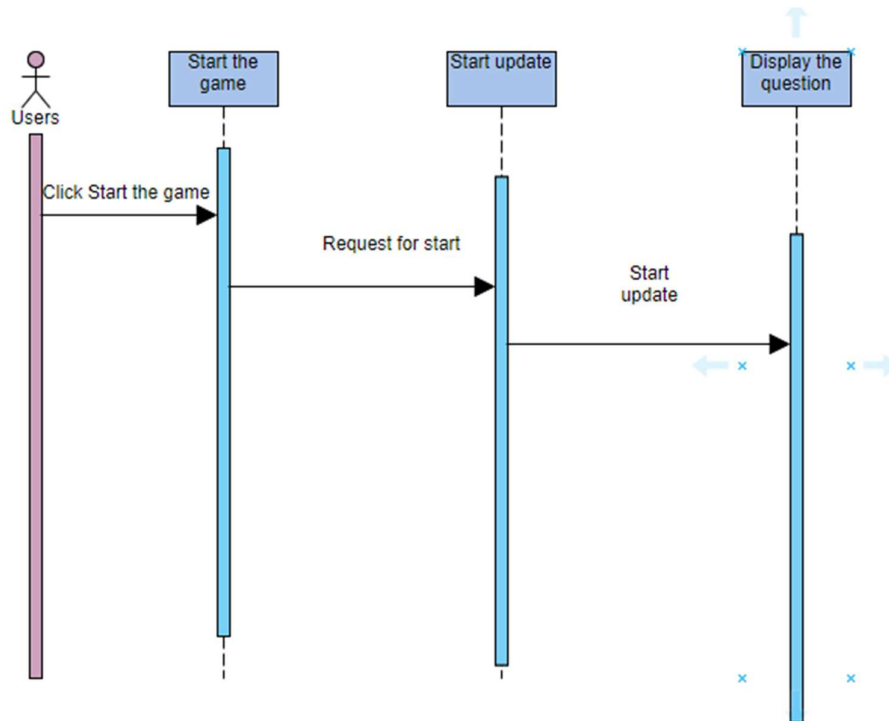


3.4.6 UC-6: Back to home

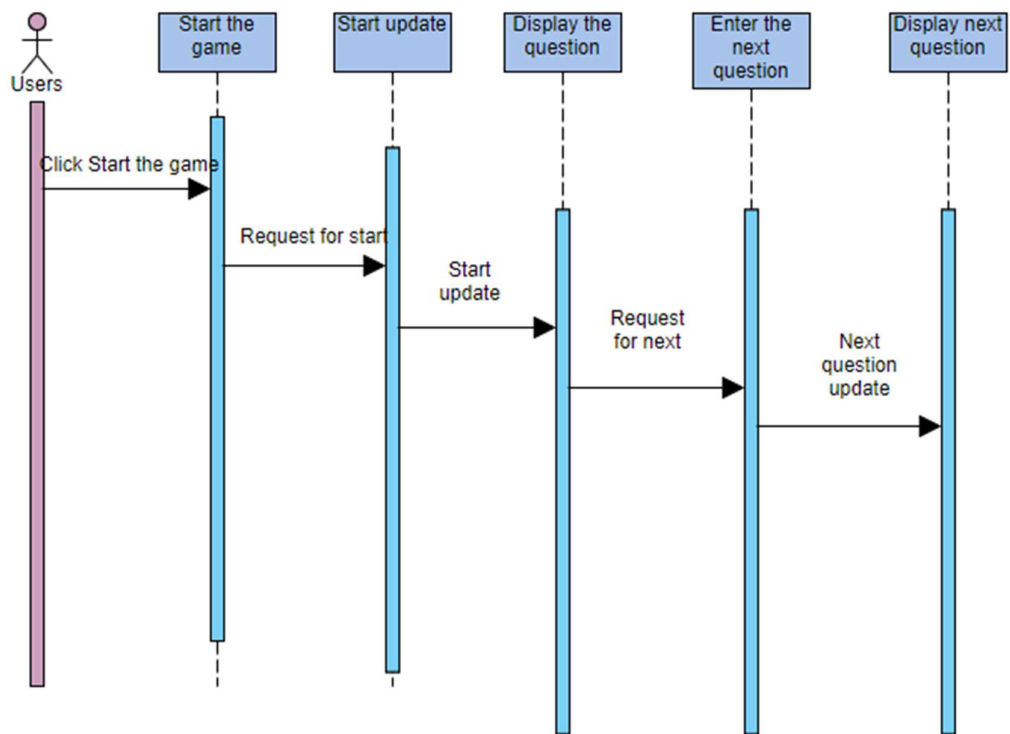


3.5 System Sequence Diagram (for each use case)

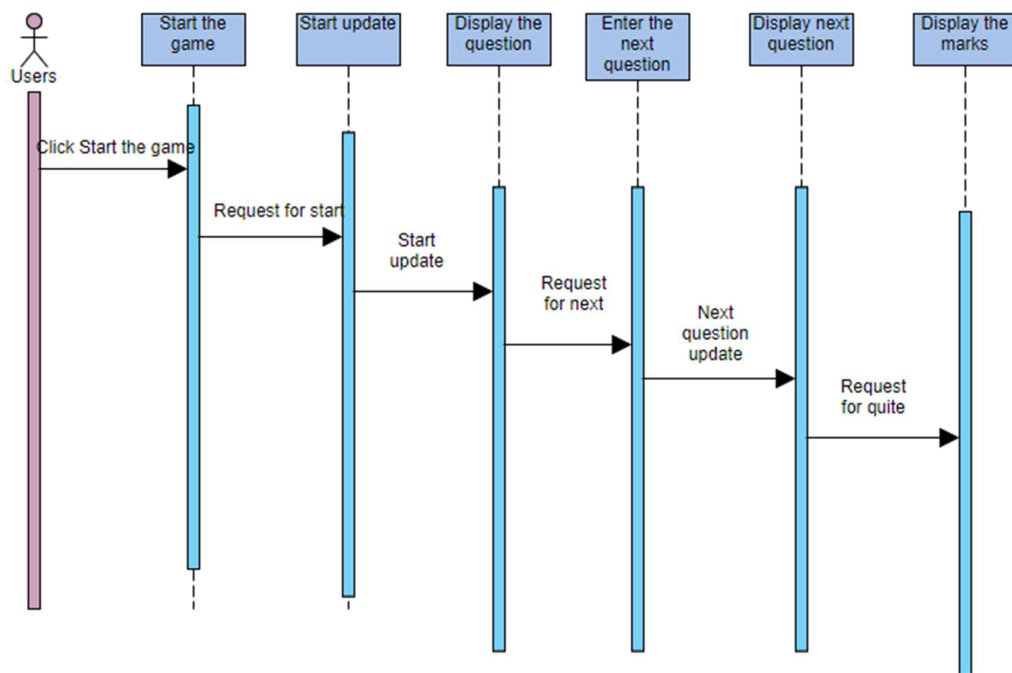
3.5.1 UC-1: Start the game:



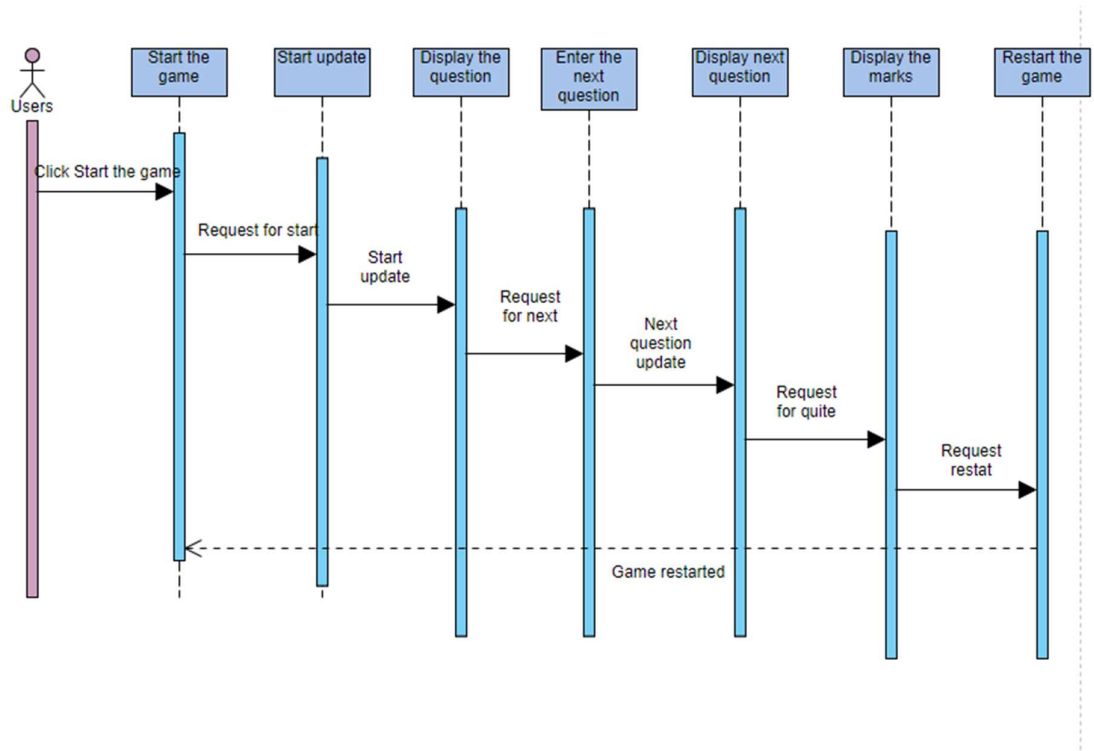
3.5.2 UC-2: Proceed next question:



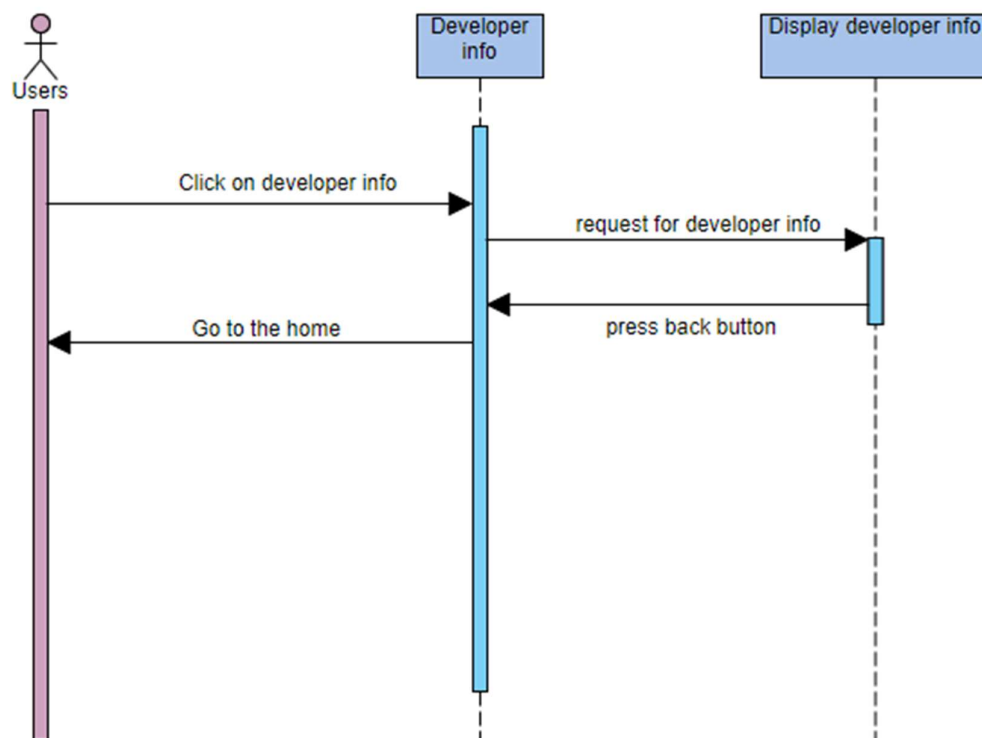
3.5.3 UC-3: Quit the game:



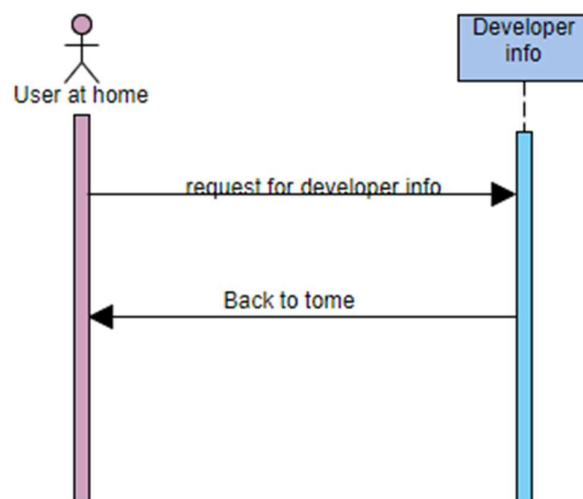
3.5.4 UC-4: Restart the game:



3.5.5 UC-5: View developer information:



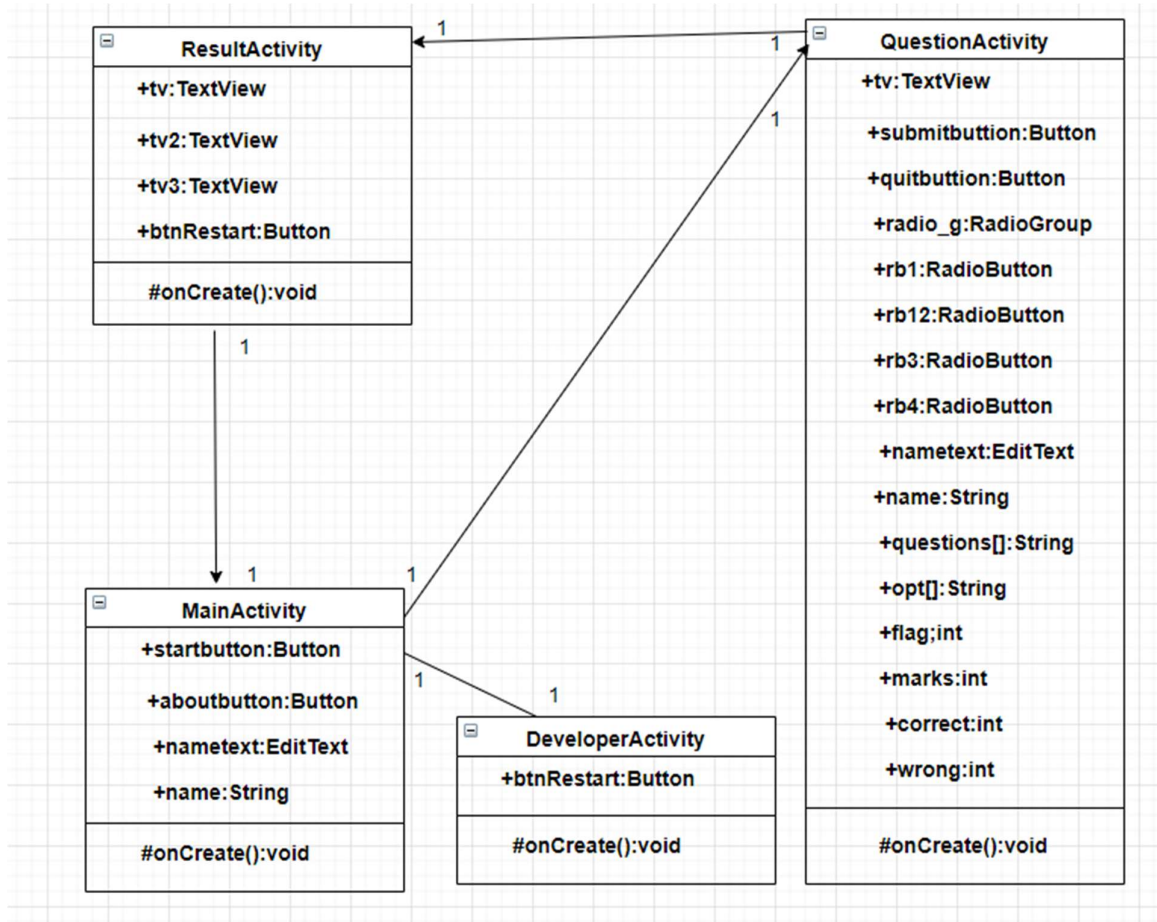
3.5.6 UC-6: Back to home:



CHAPTER 4

SYSTEM DESIGN SPECIFICATION

4.1 Class Diagram: Quiz game



Sc:class diagram

4.2 Development of tools And Technology

4.2.1 User Interface Technology

- Java
- SDK

- Xml
- API library

4.2.2 Implementation Tools & Platforms

- Object-Oriented Java
- Android studio
- Emulator
- Chrome Browser
- Android device

CHAPTER 5 SYSTEM TESTING

5.1 Testing Features

5.1.1 Features to be tested

1. Testing question
2. Testing marks and result

5.1.2 Features to be tested

1. Check the Question feature
2. Check marks calculation

5.2 Testing Strategies

5.2.1 Testing Approach

- The whole system will be tested manually and step by step.
- User acceptance will be proved for the system is tested.

5.2.2. Pass/Fail Criteria

- Component Pass/Fail criteria – The test will pass if the case meet the object design requirement or fail if not.
- Integration Pass/Fail criteria – The test will pass if the case meets the object design architecture requirement or fail if not.

5.2.3. Suspension and Resumption

- Application testing– The system should work properly after each change on the system.
- Build Acceptance Test – The system will pass the test if every build is successful if not then try the build again.
- Design testing – The design should work properly after each change in the design.
- Result testing: Result will have count exactly.

5.2.4 Testing Schedule:

Test Phase	Time
Test Plan Creation	2 weeks
Test Specification Creation	2 weeks
Test Specification Team Review	3 weeks
Component Testing	3 weeks
Integration Testing	4 weeks
System Testing	5 weeks

Table 5.1: Testing Schedule (Programmer Form)

5.3 Test case

5.3.1 Test case 1:

Test case #:01	Testing Questions
System : Application testing	Subsystem : N/A
Design by: <u>Rajibul islam(171-35-188)</u>	Design Date : 31-09-2020
Execute By : <u>Rajibul</u>	Execution date : 25-10-2020

Table 5.2: Test Case 1 (Application testing)

Step	Action	Pass/fail	comment
1	Click on the Start.	pass	Game will be started.
2	Click on the next question	pass	Go to the next question
3	Click on the Quit	pass	Go to the result page.
4	Click on Restart	pass	Go to the game start page.

Table 5.2: Application testing

5.3.2 Test case 2

Test case #: 02	Test case name : Result testing
System : Result testing	Subsystem : N/A
Design by: <u>Rajibul islam</u>	Design Date : 10-10-20
Execute By : <u>Rajibul islam</u>	Execution date : 17-10-2020

Table 5.3: Test Case 2 (Result testing)

Step	Action	Pass/fail	comment
1	Click on the <u>the</u> Quit	pass	Go to the result page
2	After over the game	pass	Go to the result page
3	For every right answer	pass	Gain 1 marks for each right answer.
4	Calculation result.	pass	Total right and wrong will be counted. Also total marks will be counted.

Table 5.3: Result testing

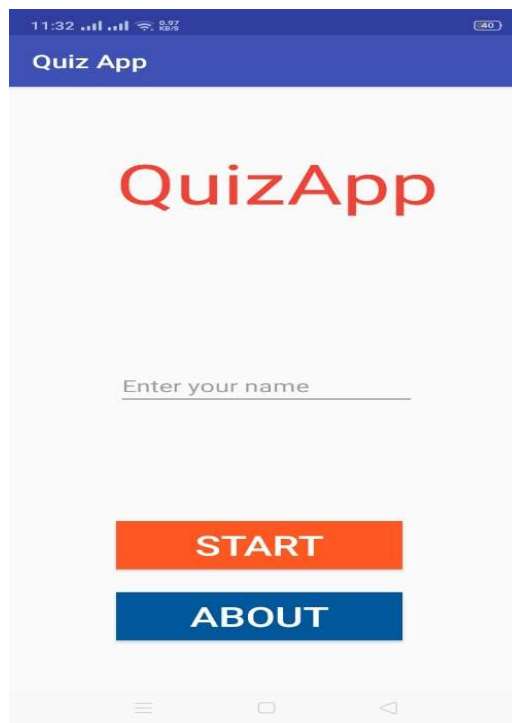
CHAPTER 6

USER MANUAL

6.1 User Manual (user)

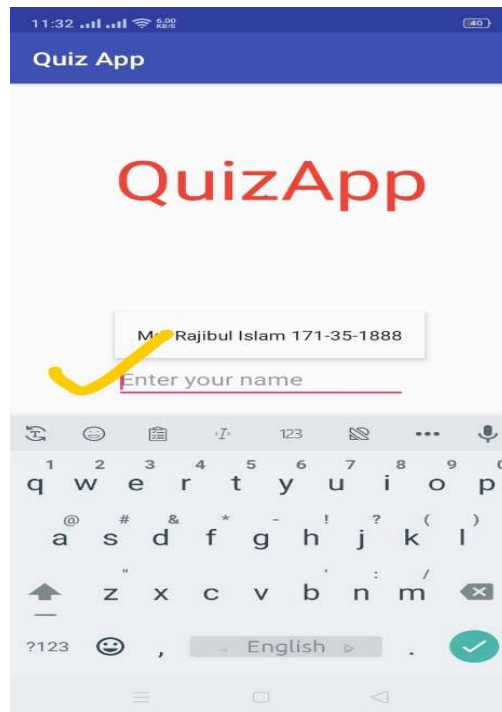
6.1.1 Home page

After click on the app icon, display on the show



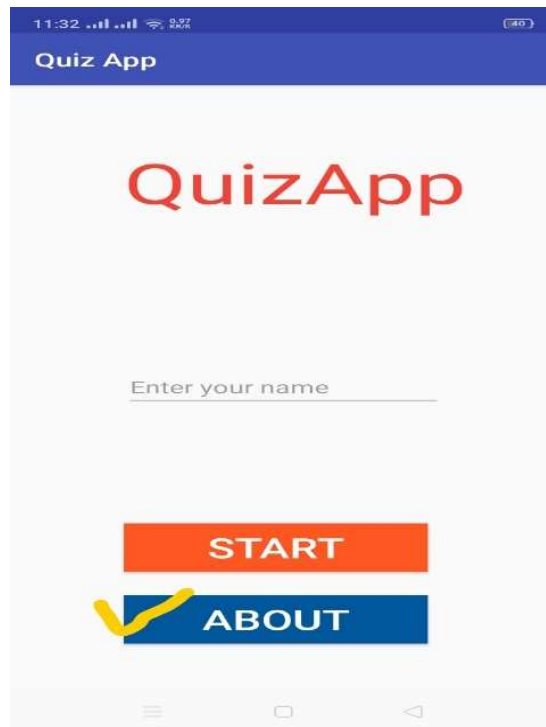
6.1.2 Enter name

User can enter his name here. It's optional.



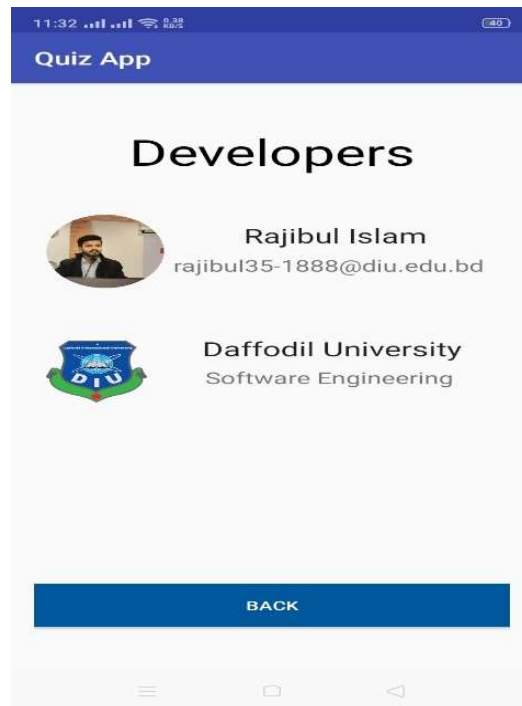
6.1.3 About

After click on the about button, user can see the developer information.



6.1.4 Developer information

After click on the about, user can see the developer information.



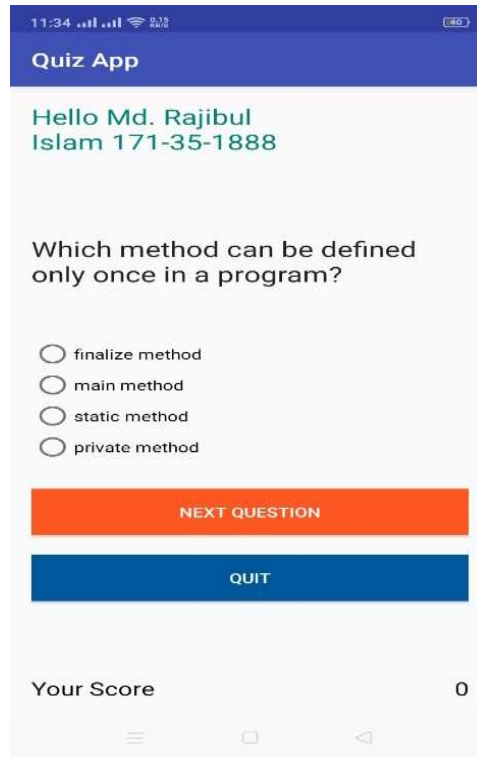
6.1.5 Start game

After click on the start button, then he go to the question page.



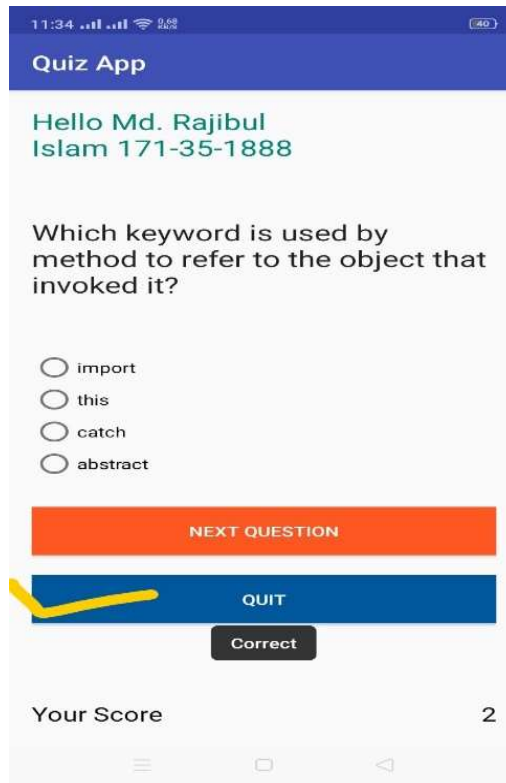
6.1.6 Display question

After click on the start button, user go to the question page, he will view his name, question, and marks of the game.



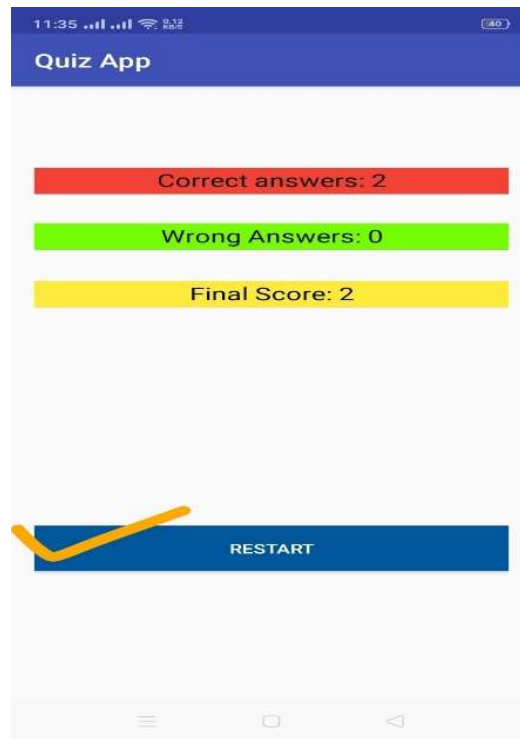
6.1.7 Next Question

After select the answer, click on the use next question, user go to the next question page, that page will be seen like this.



6.1.8 Quit game

After click on quit, user can see the result on the display. The page will be like t



CHAPTER 7

PROJECT SUMMARY

7.1 GitHub Link

<https://github.com/rajibulislamkhan>

7.2 Limitations

- It cannot make video call or meeting.
- In the ERD I get the relation between entities by internal assumption.

7.3 Obstacles & Achievements

Day by day technologies are updated so that I tried to make google map project. But the location, direction, and place key is not available for the free user. After then I changed my decision and thought making a project which no need to buy any key for the project. After that I thought make a project about quiz game. And it would not be bought any google or other sources key.

REFERENCES

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PLAGIARISM RESULT

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I Quiz Game Application This Project report has been submitted in fulfillment of the requirements for the Degree of Bachelor of Science in Software Engineering Submitted by MD:RAJIBUL ISLAM ID: 171-35-1888 Department of Software Engineering Faculty of Science and Information Technology Daffodil International University Supervised by: Mr. K. M. Imtiaz-Ud-Din Assistant Professor Department of Software Engineering Faculty of Science and Information Technology Daffodil International University II Approval ----- This Project/Thesis titled "Quiz game application", submitted by MD rajibul islam, ID: 171 -35-1888 to the Department of Software Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Software Engineering and approved as to its style and contents. III PROJECT DECLARATION The project entitled "MD RAJIBUL ISLAM" is done under the supervision Mr. K. M. Imtiaz-Ud-Din Assistant Professor, Department of Software Engineering, Daffodil International University. I declare that this project is my original work for the degree of B.Sc. in Software Engineering and that neither the whole work nor any part has been submitted for another degree in this or any other university. Submitted by MD RAJIBUL ISLAM Id: 171-35-1888 Batch: 22th Department of Software Engineering Daffodil International University. Certified by: Mr. K. M. Imtiaz-Ud-Din Assistant Professor Department of Software Engineering Daffodil International University iv ACKNOWLEDGEMENT I am thankful to Allah for giving me the opportunity to complete this project work and learn a lot. I am thanked to my supervisor, Mr. K. M. Imtiaz-Ud-Din, for

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