KBC QUIZ GAME

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ABSTRACT

Like any other commodity, the success of a television game show depends on brand value management and brand promotion. But with game shows, informational, entertaining, novel, instantaneous reward, and experiential components are more prominent. The game show Who Wants To Be A Millionaire on television has provided ample evidence of this. Investigating the reasons behind the success and failure of various entertainment goods is the aim of this study. Design, procedure, and strategy The system dynamic model of brand management for Kaun Banega Crorepati (KBC), the Indian equivalent of Who Wants To Be a Millionaire, is presented in this study. First, we show the reference mode behaviour, which is based on data that has been published.

We incorporate elements that increase viewing and impact operating revenues, such as prize money, competition, host and channel popularity, and reward money, into the dynamic model. The model is then subjected to experimentalism and computer-based simulation as a research technique to examine its dynamic behaviour.Results: Our research demonstrates that KBC's exceptional performance has been made possible by the ideal balance of prize money, channel popularity, and host popularity.

Research constraints and consequence: The degree to which the simulation results can accurately reproduce the behaviour of the reference mode and generate expected behaviour in extreme circumstances serves as the basis for validating the model. What-if situations are created using the validated model, some of which are modelled after rival game shows. Originality/value: Brand management of entertainment products can benefit greatly from an understanding of the dynamics surrounding the brand management of this game show. A broad management audience would be interested in the application of system dynamics for dynamic modelling of brand value, as it has applications in other marketing domains.

Keywords: *Player, User, Question, Interactive, Education, Knowledge, Participate.*

1. INTRODUCTION

The game KAUN BANEGA CROREPATI PROGRAMME is widely known and enjoyed by gamers worldwide. This report describes the creation of a CPP programming application for the Kaun Banega Crorepati simulation game. The article also includes specifics on how to solve any type of quiz game. Additionally, how to create a game with varying degrees of difficulty while guaranteeing that there will only be one answer. The report's objective is to explore further reasoning in order to develop and solve quiz games.

Additionally, the report takes into account the user-friendly environment because the interface and the Kaun Banega Crorepati rules are linked. This programme enhances quiz-solving techniques. The final section of the report assesses the end application's performance in the Kaun Banega Crorepati Simulation Game and how well it achieved its goals. The report concludes by providing an overview of the application development's overall accomplishments and suggesting additional potential extensions. The television programme of the same name, which is hosted by Mr. Amitabh Bachchan, is the basis for the Kaun Banega Crorepati (KBC) simulation system. This application's primary goal is to give users the chance to use a computer in the comfort of their homes to play the well-known quiz game. This game's primary goal is to increase players' general knowledge and teach them new concepts through simple gameplay. You stay informed about current events by following them. There is a lot of room for general knowledge improvement. It's possible to outpace others by one step. Gaining greater knowledge and confidence on whatever subject you choose will also enable you to educate others on what you already know. Students will gain information for creating many more projects similar to KBC through this assignment.

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2. LITERATURE REVIEW:

This paper show the significance of poping up of a message while you have any incorrect answer or when you win the level.It can make the game more admiring to see.Players are kept interested by receiving information about their progress, accomplishments, and challenges through frequent updates and notifications. The whole gaming experience may be improved by this interaction.Players' progress in the game, including the percentage of completion, achievements unlocked, and levels mastered, can be displayed to them via pop-up messages. This enables gamers to monitor their achievements.. [1]

The red-green light system gives the presentation an extra dramatic and suspenseful touch. It keeps the gamer interested and amplifies the emotional intensity of the situation by having them wait for the outcome. The red-green light system provides a strategic element for the participants. The lights serve as a visual indication, adding to the pressure as they have to make a decision without receiving immediate response. The gameplay becomes more intriguing and difficult because of this dynamic. [2]

Kahoot, like the other free student response systems, offers several options to develop creative and innovative quizzes. This tool offers an original option that is to release the quiz simultaneously to all the students and they could answer the questions managed by the teacher who controls the pace of the Kahoot quiz by imposing a time limit for each question. The idea of a timer in this project is taken from the paper to give a timer of 30 seconds to the questions to be answered; otherwise, game out. [17]

3. PROPOSED SYSTEM:

3.1 Architecture:

The KBC quiz system has the following data flow diagram which comprises of the three steps:

- The FrontEnd
- Connectivity
- The BackEnd

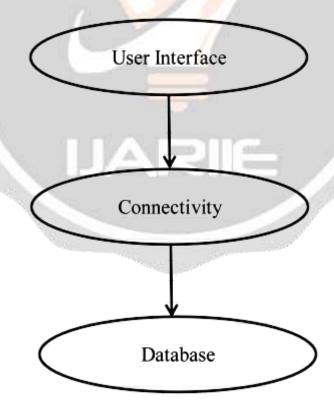


Fig-1:Data Flow Diagram

3.2 About KBC quiz system:

A digital interactive quiz platform called KBC (Kaun Banega Crorepati) imitates the format of the well-known game show on television. This system is intended to test users' knowledge on a variety of topics while engaging them in a dynamic and enjoyable way. The main goal is to give players an immersive and instructive experience where they can win real or virtual prizes by answering a series of increasingly difficult questions.

The KBC Quiz System is made up of various essential parts:

• User Interface:

The system has an easy-to-use interface that can be accessed from a variety of platforms, including standalone software, online applications, and mobile apps. To improve the overall user experience, the interface has aesthetically pleasing graphics, simple navigation, and real-time updates.

• Question Database:

An extensive collection of questions covering a wide range of subjects, including general knowledge, current events, science, history, and more, is kept up to date. As participants move through the quiz, the complexity of the questions will gradually grow according to their categorization based on difficulty levels.

• Randomized and Adaptive Difficulty:

To reduce predictability, the system uses randomized algorithms to offer questions in a different order. Furthermore, adaptive difficulty algorithms modify the level of difficulty of the question according to the user's performance, guaranteeing a stimulating and demanding experience for participants with varying levels of expertise.

• Lifelines:

The KBC Quiz System, which was influenced by the TV show, includes lifelines to assist users when they encounter difficult questions. Options like "50:50," "Call a Friend," or "Ask the Audience" are examples of lifelines, which give the test a strategic and thrilling twist.

• Scoring and Prizes:

Points are awarded for each right response, and the cumulative score of participants determines their position on leaderboards. awards might take the shape of in-person incentives for top performers or virtual awards within the platform, which would promote healthy competition and consistent involvement.

• Real-time Multiplayer Interaction:

In order to improve the quiz's social component, the system might include real-time multiplayer modes that let users compete against friends or other users across the world. This feature fosters a competitive and dynamic environment while encouraging community involvement.

• Analytics and Reporting:

To monitor user performance, popular categories, and other pertinent metrics, the KBC Quiz System includes analytic capabilities. By using this information, quizzes can be made more enjoyable, question databases can be improved, and content can be made more user-friendly.

3.3 Objective:

- KBC seeks to inform and broaden its players' knowledge in general. Through an array of questions spanning multiple areas, the quiz fosters curiosity and knowledge acquisition.
- Participants can actively participate with the content through the quiz system, which encourages interactive learning. In a demanding and competitive setting, players can use their knowledge to make judgement, respond to questions, and apply themselves.
- KBC uses technology to provide a visually engaging and interactive quiz experience. The incorporation of technology into the entertainment and educational realms is demonstrated through the utilization of lifelines, real-time scoring, and dynamic question display.
- The quiz platform facilitates social interaction as friends and family frequently get together to watch and take part. The structure of the presentation promotes debates and conversations about the topics, fostering a sense of community.

3.4 Technology Used:

3.4.1 C#:

• C# is designed as an object-oriented programming (OOP) language, emphasizing the use of classes and objects for organizing and structuring code.

- It is a managed language, meaning that the Common Language Runtime (CLR) of the .NET framework manages memory, garbage collection, and other aspects of program execution.
- C# syntax is similar to other C-based languages like C, C++, and Java. This makes it relatively easy for developers familiar with these languages to learn and work with C#.
- C# code can be compiled to Common Intermediate Language (CIL), which allows it to be executed on any platform that has a compatible CLR implementation. This feature promotes platform independence.
- C# is a key language for developing applications on the Microsoft .NET framework. It has strong integration with other languages in the .NET family, such as Visual Basic .NET and F#.
- C# benefits from a comprehensive standard library that simplifies many common programming tasks. This library includes functions for networking, file I/O, database access, and more.
- C# is a statically-typed language, providing strong type checking at compile-time.
- Automatic memory management is a key feature of C# through the CLR's garbage collector.
- C# has robust support for asynchronous programming, allowing developers to write code that efficiently handles asynchronous operations, such as I/O operations or network requests.
- LINQ is a powerful feature in C# that enables developers to write queries directly within the code, providing a convenient and readable way to interact with various data sources.
- C# supports events and delegates, making it suitable for building event-driven applications and implementing the observer pattern.
- C# is commonly used for building desktop applications using technologies like WPF for Windows desktop applications and UWP for universal applications across Windows 10 devices.
- With the introduction of .NET Core (now part of .NET 5 and later), C# has expanded its reach
 to cross-platform development, allowing developers to build applications for Windows, Linux,
 and macOS.

3.4.2 MySQL:

- The most well-known Open Source Social SQL data set administration framework is called MySQL.
- One of the most astounding RDBMSs available for use in developing electronic programming applications is MySOL.
- MySQL is provided under an open-source licence. Thus, there is no cost for you to use it. .
- By itself, MySQL is an incredibly powerful programme. It covers a large portion of the most valuable content found in the priciest and most powerful knowledge base bundles.
- One common variant of the well-known SQL information language is used by MySQL.
- MySQL is capable of executing several operating systems and multiple languages, such as PHP, PERL, C, C++, Java, and so on.
- Even with massive informative indexes, MySQL performs admirably quickly.
- PHP is the most valued language for web advancement, and MySQL gets along well with it.

3.4.3 .NET:

- Microsoft created the free, open-source.NET framework to enable developers to create a wide range of apps. It is intended to facilitate the creation, distribution, and use of software applications on various platforms and devices by offering a thorough and uniform programming paradigm.
- The.NET framework's execution engine is called the CLR. In addition to handling exceptions and memory management, it also offers garbage collection services. The CLR enables the use of several languages in one programme, such as C#, Visual Basic, and F#.
- With the extensive class library included in the.NET framework, developers can employ a
 collection of standardized and reusable parts in their programmes. Numerous functions are
 covered by this library, such as networking, file I/O, data access, and more.
- Programming languages supported by NET include C#, Visual Basic.NET, F#, and others. Because of this adaptability, developers can select the language that best fits their needs and the demands of their projects..
- Within the.NET environment, NET is a framework for web development. It makes it possible
 to create dynamic and interactive web applications, such as those that use ASP.NET Core for
 contemporary web development or web forms.
- Rich user interface desktop applications can be made with WPF, a graphical subsystem. It
 enables programmers to create interactive and aesthetically pleasing Windows apps.
- Building Windows apps with UWP allows you to create applications that function on PCs, tablets, smartphones, Xboxes, and HoloLens, among other Windows devices.

- The cross-platform, next-generation version of ASP.NET is called NET Core. It is made to be lightweight, modular, and appropriate for creating cutting-edge, scalable online applications.
- Microsoft offers Visual Studio, an integrated development environment (IDE) for creating applications with the.NET framework. Numerous languages and application kinds are supported by it.

4. INFRASTRUCTURE

You must press any key to begin this game. At the bottom of the page, there is a question with four possible answers. Two lifelines are visible in the upper right corner of the page, next to a table with the amount on it. You will advance to the next level and receive payment for each correct choice you make. The player can use any of his life lines if he is stuck on a question. The game terminates if the player selects the incorrect option.

The questions are stored in the database, and they are fetched from the database in random order without repeating.

4.1. Performance Evaluation:

Registration Page:In registration page ,user need to register itself by filling First Name,Last Name,Email,Password and after confirm Password they submit their detail by clicking submit button.

Login Page: Through login page user can login in the portal with the help of filling some necessary details.

Quiz Page: This page include the actual page where the question will be displayed and actual game will be played.

4.2. Result:

4.2.1 Login Page: In this page, the user can login with their credentials that is found during the registration that is email and password.



Fig-2:Registration Page

4.2.2 Quiz Page: In this page, questions are displayed ,user have lifelines like 50-50 and audience poll to get some help for difficult questions.



Fig-3:Quiz Page ijariie.com

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4.2.3 Lifelines:Here we can see the lifelines that are being used in the game, i.e. 50-50 and Audience poll.



Fig-4:Use of Audience poll lifeline



Fig-5: Use of 50-50 lifeline

5. CONCLUSION:

Kaun Banega Crorepati continues to be a captivating and influential quiz game that has left a lasting impact on Indian television. Its unique blend of entertainment, education, and real-life stories has contributed to its enduring popularity. In future we can enhance it with one more lifeline that would be "Phone a Friend", with the use of this feature, the player can ask a friend for assistance in under 30 seconds and some more feature.

6. ACKNOWLEDGEMENT:

I would like to thank my project guide, HOD Department of Computer Science & Engineering, Institute of Technology and Management, Gida, Gorakhpur, U.P. for their valuable guidance and suggestions. I am thankful for his continual encouragement, support, and invaluable suggestions from my guide. Without his encouragement and guidance, this project would not have been materialized. Throughout the writing of the project and research paper, I have received a great deal of support and guidance.

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Nanak Institute Of Engineering & Technology, Nagpur, Maharashtra, India e-ISSN:2582-5208 Volume:03/Issue:06/June-2021

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