RN Rumble
Introduction

A fun game tool for helping nursing students study

- NCLEX-RN Exam Questions
- Based on Trivia Crack - Can compete with others
- 4 answers per question - x Points to win or Categories
- Simple to play

Game is Web hosted - Connected to a database

Project is split into 3 Parts

- Database
- FrontEnd
- Graphics
Overall Description

RN Rumble is self contained

Major Functions

- Study & Challenge one another
- Answer a variety of questions in different categories
- Get a score and win
- Add questions to increase variety

Our users and assumptions: Nursing Students and some form of computer literacy

Project Constraints:

- Web browser, mobile application
- Database to hold information
Interface

- RN Rumble is a web based game
- The User Interface involves a spinner in the center of the site
  - user clicks on to start the game
- The user selects an opponent to challenge from a drop down menu
  - Players get challenges through email
**Instructions:** To play RN RUMBLE, you first must challenge another person. Below there is a drop down box with names of other players. Select which player you would like to challenge. Doing this will send them an email that you would like to challenge them. After they accept, the game will start. To win RN RUMBLE, you must successfully answer $X$(amount) questions before your opponent does. Spin the spinner, and it will land on a random category. This will prompt a question to appear. Out of the four answers, select the correct one, and you get a point. Pick the wrong question and your turn will end, and your opponent will have a turn.

**WHEEL WILL GO HERE**

Choose your opponent here and press select.

Choose an Opponent: **Scene**
System Features: Gameplay

Starts with an email invite to a single opponent

Users will answer questions until one is missed. It will then be the oppositions turn

When a player answers a question from all four categories correctly, they are declared the winner

Players will access the game with their ID’s, which will be accessible in a drop down menu

A player should be able to play several games at one time

A database will hold the questions which will be displayed to the player
System Features: Add Questions

User can add question by clicking a button

User can enter question and answers to the question

User will have indirect access to question database
Database Requirements

The PLAYER will have a Username and Email. Each PLAYER can have many GAMEs a
A GAME can have many PLAYERs. A GAME will have a GameID.

When a PLAYER HAS a GAME, a Username will be associated with a GameID and Score.

A GAME will have many QUESTIONs. When a GAME HAS a QUESTION, a QuestionID will be associated with a GameID.

A QUESTION will have a QuestionID, Category, and Question. A QUESTION can have many ANSWERs.

An ANSWER will have an AnswerID, QuestionID, Answer, and if it is Correct or not.
Questions?