INTERMEDIATE · REAL-TIME WEB APP

# A live quiz game for 50 phones at once, with *a fair timer.*

Questions on the projector, answers from phones, a leaderboard after every round.

| 3–5 | 3 | 5 |
| --- | --- | --- |
| weeks to build | parts one prompt won't solve | steps, in order |



# NYC is taught live by engineers *who work in tech today.*

This brief is by the NYC team. These are the engineers who teach NYC's live classes.

## The instructors

FULL STACK AND GENAI

### Swapnil

**Forward Deployed Engineer, Microsoft**

IIT (ISM) Dhanbad. Works on Microsoft Teams.

DSA

### Akshay

**Senior Software Engineer, Atlassian**

IIT Bombay. Earlier at Jio Platforms and Myntra.

DATA SCIENCE AND ML

### Abhishek

**Engineering Analyst, Google**

IIT Kanpur. Earlier at Optum and BARC.

AGENTIC AI

### Jaskirat

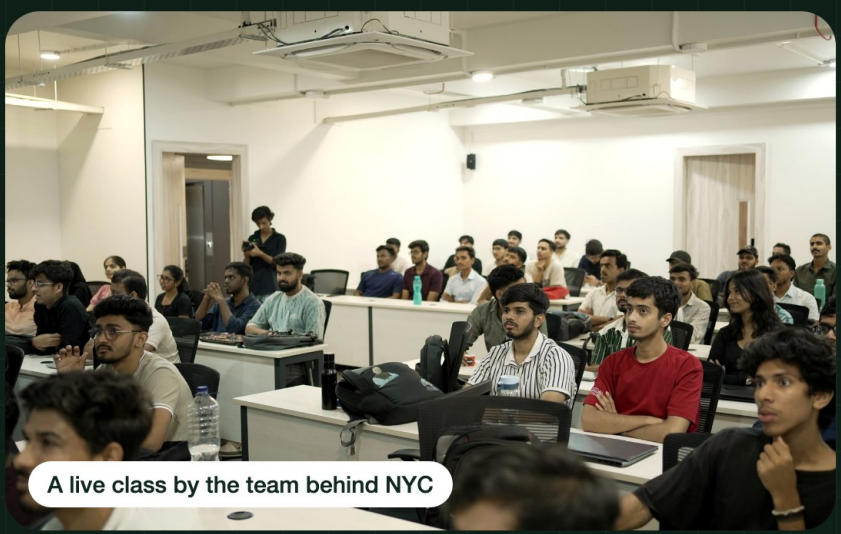
**Senior Software Engineer, NTT DATA**

Builds agentic AI platforms.

Instructors speak for themselves, not for their employers.

# Live classes, five days a week. *Fridays are for building.*

Every NYC course is taught live by engineers, 1.5 hours a day, and engineers review every project.



A live class by the team behind NYC

## Four courses

For first and second-year college students

6 months · Software Engineering + AI

4 months · Data Analytics + GenAI

6 months · Data Science & Machine Learning

8 months · AI Engineering

# Where our students *work now.*

Students taught by the team behind NYC, at Sheryians Coding School. 1,200+ are placed.

HIGHEST PACKAGE



**Kushagra Patidar**

SDE 1, Amazon

₹47 LPA

LinkedIn ↗



**Anuj Parashar**

SDE, Care Health Insurance

₹22 LPA



**Rishika Jain**

Cisco

₹17 LPA



**Mansi Patel**

Airtel

₹15 LPA

INTERMEDIATE · 3–5 WEEKS

# Live Class Quiz: *what you'll build.*

A host screen on the projector shows each question. Students join from their phones with a room code, answer against the clock and see a live leaderboard. Built for a classroom of 50 or more.

## Test it with real people

Run it in a real class or club meeting.

## It must do these 4 things

1. **Room codes and joining with a name.**
2. **Questions with a countdown.**
3. **Scores that reward right and fast answers.**
4. **A leaderboard after each question, and rejoining after a dropped connection.**

## What you'll learn

WebSockets · Server state · Concurrency · Load testing · Deployment

# Where one prompt *falls short.*

Use AI for any part you like. These are the parts you will still have to understand, test and fix yourself.

"50 phones, weak Wi-Fi, one timer."

1. Every phone has a different delay. Timing answers on the phone is unfair and easy to cheat, so the server has to keep time.
2. 50 connections at once, many on weak Wi-Fi. The server must handle drops and rejoins without losing scores.
3. Two answers arriving in the same millisecond, or the same answer sent twice.

**At NYC:** engineers review work like this with you in live classes, every week.

# Build it in *5 steps.*

1. Rooms and joining over WebSockets.
2. Questions, timer and scoring on the server.
3. Reconnecting without losing scores.
4. A load test with a script that acts as 100 players.
5. A real class run.

## It is done when

- ✓ A load test with 100 fake players ends with correct scores.
- ✓ A phone that drops for 10 seconds rejoins with its score.
- ✓ Changing the phone's clock doesn't change the score.

## Go further

- Import questions from a spreadsheet.
- Team mode.
- A replay of the whole game.

**Built it? Submit it for a mentor review**

Submit at notyourcollege.com/project-ideas. An NYC mentor reviews every build; the best ones may be featured on the NYC website and YouTube channel.

This brief is by the NYC team. Tools, prices and limits change, so check each service's own docs.