Welcome to **TriviaPillar**

The **Home** page welcomes players to the wonderful world of TriviaPillar promising to light up synapses and provide hours of educational entertainment…

There are four links in the **NavBar**:

* The **How to Play** link takes the player to a brief guide on how to play TriviaPillar.
* The **Leaderboards** link takes the player to a page displaying the top scorers and their scores for the three different game lengths.
* The **Admin Login** is for admins to edit the leaderboards.

From the **Home** page, the player clicks the **New Game** button. This takes the player to the **Game Length** page. The **Game Length** page offers a drop-down menu to select the desired game length:

● Short Round - 7 rounds ● Medium Round - 15 rounds ● Long Round - 30 rounds

The player chooses the game length and this sets the number of rounds for the game. Then the player clicks the **Start Game** button, and the call to the API happens here to pull in the correct number of questions for the round??????. The button click takes the player to the **Game** page.

The **Game** page has a timer at the top of the page, and the round number at the top left, and the total score at the top right.

Once on the **Game** page, the timer starts immediately with a five-second countdown timer and the question appears for the player to read the question. The answers are not visible yet. (*or they are greyed out and can not be clicked on until the next timer starts).*

Immediately after the five-second timer, a fifteen-second timer starts along with displaying the multiple choice questions.

Once the player chooses the answer they want, the player then clicks the **Submit** button which stops the clock and submits the answer.

A results page (or pop-up, or conditionally rendered message) displays the score for the round, the question and the correct answer, with a “congrats!” or “sorry, wrong answer” message accordingly.

The score is determined by how fast the player chooses the correct answer, with 100 points being the maximum. There is a **Next Question** button on this page (or pop up…). *\*\*The Submit button should be disabled during the five-second timer. (right now, it stops the clock)\*\**

The player clicks the **Next Question** button which takes the player back to the **Game** page and resets the timer for the next round. *\*\*The total score retains the previous score. The reset should not zero out the score or put the round back to 1\*\**

Play resumes with the five-second timer for reading the question followed by the fifteen-second timer for choosing and submitting an answer. This continues for the length of game chosen.

Upon completion of the game, the player is given the opportunity to enter three initials to be listed with their score on the **Leaderboards**.