* First, we need a screen that allows the user to begin the quiz, coupled with a title for the quiz, and the start button. This screen will also serve as our template for putting the questions down for each screen.
* For each question, we need an element that shows the user how much time is remaining on each question, along with the question, and the possible answer choices.
* The answer choices need to have some sort of indication that they are being scrolled over, such as a box that is highlighted. These answers also need to be clickable
* If time runs out on each question, or the user chooses an answer, it needs to bring the user to a screen that shows whether they were correct, along with a visual and text to show the correct answer.
* The timer for each question, needs to be applied to that question only, and **NOT** the entire game.
* If the user chooses an answer, the clock for that question **MUST** stop.
* If the clock runs out on the user, there needs to be a special indication that time has ran out.
* There needs to be a timer, or button that brings the user to then next question.
* There needs to be an end screen, after however many questions are answered, that shows the user’s correct answers, incorrect answers, and unanswered questions.
* There also needs to be a button to allow the user to start the test over.
* Start over button, shouldn’t reload the page, but bring the user back to the **FIRST** question, not the **BEGIN** screen.

JQuery concepting:

Have a single var for all the questions, and make separate properties, which will include things like the answer, the result image, and the options for the user to pick from like the word guess game.

Make a var for the following: what the user guesses, correct answers, incorrect answers, unanswered questions, the clock’s visual timer, the clock’s actual controller, something to turn the clock on and off, something that selects a question from the properties of questions, a randomizer/math.floor variable, and somewhere for the questions to be stored.

Things to note:

Attach any increment to the correct or incorrect to a function, and not to a repeating function or else there will be an inaccurate reading