




Jalsa QA Game

- User stories
 1. As a user I want the landing page displayed
 2. As a user I want to be able to assign the names of two players and set a limited answering time & the wanted categories from list for the questions
 3. As a player I want to clearly Click to start button to begin with visual feedback
 4. As a user I want visual feedback to know whose turn know
 5. As a user I want the questions to be displayed for different categories selection and different levels of difficulty
 6. As a user making sure of answer, I want to have three buttons to assign the score to one of players that got the correct answer or third button to no one
 7. As a user I want to be able to be able to see the scores of each player
 8. As a user after all questions finish I want to see a clear message indicating the winer of the game
- Mockup

QUESTIONS & ANSWERS GAME

| |
|---|
| Name Player 1 |
| Name Player 2 |
| 60 S   |
| Questions catagories  |



Exit

QUESTIONS & ANSWERS GAME

Turn : Player 1

Question 1



Cars
What's the first car
that came with a
seat belt ?

Show Answer



Answer: ...

Player 1

Player 2

None

Player 1 Name
000

Player 2 Name
000

- Pseudo code

// 1) Define any variables used to track the state of the game:

// The first player name

// The second player name

// The time to answer questions

// The first player score

// The second player score

// The match result - win/lose/tie

// A result message - display

// 2) Define the required constants:

// The question categories choice (Science, ... , ...)

// The level of question choice (level 1 : 100 points, level 2: 200 points, level 3:)

// 3) Handle a player clicking a buttons

// 4) Handle generating random selections for the computer player

//5) Comparing the first player and second player choice to indicate who is the winer