

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
OOO Player 2 Name
OOO

- 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
```