# Guess Me

### The ultimate guessing game

Game is composed of the following sections:

## Section 1 – Invite the user to think of someone
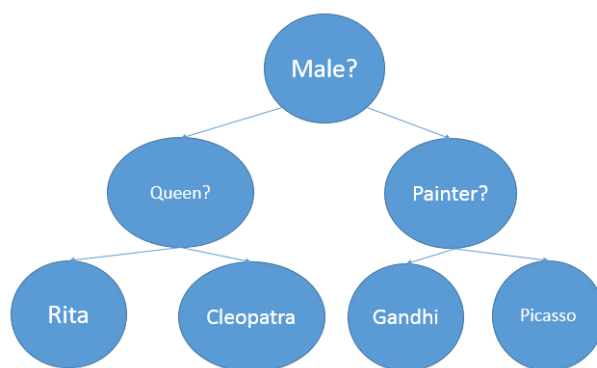


## Section 2 – Ask a Yes-No Question



This is a repeating process:
move through the questions tree until you reach a node with no children.
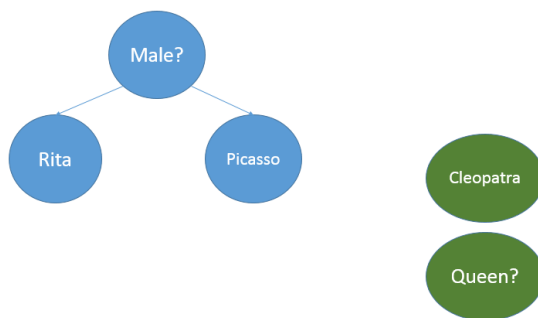
## Section 3 – Learn new

# OK, I gave up...

**Person name:**  | Your Person |
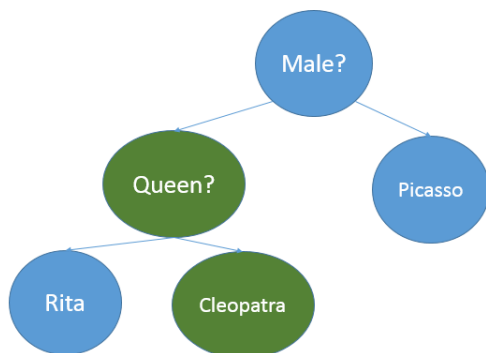
**New Question**  | Question to differer |

| Make me Smarter! |

Here is how a new guess is added:

Step 1 – Read two inputs from user and build the nodes:



Step 2 – Connect the nodes to the questions tree:



Hint: in order to correctly connect the nodes, use will need two variables: *gPrevQuest, gLastRes*

## Next Steps

1. Save the tree to local storage (use a storage-service)
2. Add some unique design to the project and make it yours

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