Project Brief

We will be creating an online trivia game where a player will be playing through different categories of questions, every time a player correctly guesses a question, they will advance a level and the questions will get more and more difficult. Every question will have four possible answers with only one being correct each time. If a player gets a question wrong, they will then lose and be forced to start again, if however, the player completes all the questions and reaches the end they will win the game.

If the player is struggling with a question, then they have the option to use one of three lifelines. The first of which allows the player to swap out the question with one of similar difficulty. The second will narrow the answers down from four to two, the last lifeline is a hint tailored to the question. There will also be a fourth secret lifeline that the player will only have access to after meeting a certain requirement. This will allow them to ask the creators of the game for advice but not the answer

The Program must be able to read from a file that will contain all the questions, answers, difficulty, correct answer position and the hints.

There will be a total of ten questions the player must answer correctly to win, so there for questions of ten different difficulty levels are required, each level must have a minimum of 10 questions for a total of 100 questions for the app.

The program will run through a web browser and will be hosted through the comp-server and uploaded using FileZilla. It will be written in JavaScript, and the website will be designed in HTML5 and CSS.

The ideas for this game come from the classic trivia game who wants to be a millionaire with inspiration from other games such as the chase and master mind. We have tried to take the knowledge we have gathered from the first semester of are course and with the time we are allotted we will to create something that we believe is truly a great display of the skills we have learned.