General overview of the game

Pocket Trivia is a trivia game designed to ask the player questions on the textbook Game Programming, All in One, 3/e by Jonathan Harbour. The player will choose one or all units, and one or all chapters within a unit. The game will then ask 10 multiple choice questions about each chapter.

Game goals

The player will earn 10 points for a correct answer and lose 5 points for an incorrect answer. The goal of the game is to earn the highest score possible.

Interaction of the player and the game

The player will interact with the game through menus defined by the Cursor object (see UML diagram).

Menu layout and style and all game options

Menus are laid out vertically. The options are either Start/Quit, Units, Chapters, or possible answers to a question.

Music description

The soundtrack of the game is a 2-voice chiptune arrangement of Guile’s Theme from the Street Fighter series, arranged by the game’s developer. The theme popularly “goes with everything” and will keep the player energized while answering questions.