UW Oshkosh Family Feud

Graphical user interface

Description automatically generated

1. Graphical user interface, application

   Description automatically generatedThis is the intro screen to the UW Oshkosh Family Feud game. To progress with the game, you will need to select an excel file that is game compatible. There will be a separate example file provided.
2. The next screen is the team creation. You will enter the desired team names into each text box. Then you’ll press the “Go First” button to determine which team will go first.

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   Description automatically generatedThe next step in the program is to select the section that the game host wants to draw the questions from. Once the game host selects the section the game will begin.

4A. This window is for the game host this is where the game host selects the question and plays the game. First, the game host will go to the left hand of the screen to select a question. Once the question is selected press the “Play Question” button. This will start the round. The “Play Question” will become unclickable and the correct answers will become populated with answer and clickable. Please, note to not allow the class to see the game host controls at all costs. Once the playing team says the correct answer (The playing team’s name will be highlighted on their screen) just simply press the button with the correct answer and if the answer the team says is incorrect press the incorrect button. If the team that is playing fails to get all the answers correct the opposing team will get a chance to steal all the points. The starting team will have three wrong answers until the opposing team can steal. If the opposing team gets one answer correct, then they get all the points earned for the round. Once the round is over the game host will be free to select a new question and then repeat that until there are no questions left. If there are no questions left, then the window will close the final scores will be shown to the class. If the game host elects to end the game early, they may press the “End Game” button.

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4B. This is the student view. The question, answers (once answered), points, and teams will be viewable to the class. The highlighted team will be the team that is currently playing.

Logo, company name

Description automatically generated

1. Finally, once all the questions are answered this screen will appear showing the teams with the final scores.

Here is the address to the .exe file

the-chosen-project\FamilyFeudGame\bin\Debug\net5.0-windows