Project Setup

Introduction

We have decided to create a Who Wants to Be a Millionaire game. Our game currently consists of 10 questions, which randomly get chosen using a randomizer. There are different difficulties (easy or hard) depending on what question you are on. The difficulty increases from question 7 onwards.

For a new participant to play, you can enter your full name in format such as "John Doe" and answer the questions. Everything else is the same as the TV show original game.

Features

We have implemented features such as the default Lifelines which are seen in the TV show, which include the 50:50, Phone a Friend and Ask the Audience Lifelines which can only be used once per game. There is also a participant and leaderboard saved as files available under resources. The leaderboard only saves the top 5 people with the most money received, and their names.

Unfortunately, we were not able to satisfy one of the requirements with FILE I/O, as we could not produce any logical features for a Who Wants to Be a Millionaire game that made sense for us to use. We hope that this does not affect our grade too much.

Project Contribution

We agreed firmly that our contribution to the project was an even 50:50. We both had multiple meetings on an online platform to program together and discuss ideas we could implement. We also had our own solo – coding sessions to keep working on the project over time. We decided it was best to use GitHub to update each other on the project, and work on separate Java classes to avoid any confusion unless necessary.