

<div style="text-align: center; margin-top: 100px;">Riddle here</div> <div style="display: flex; justify-content: space-around; margin-top: 100px;"> <div style="border: 1px solid black; border-radius: 10px; padding: 5px 20px;">Response 1</div> <div style="border: 1px solid black; border-radius: 10px; padding: 5px 20px;">Response 2</div> <div style="border: 1px solid black; border-radius: 10px; padding: 5px 20px;">Response 3</div> <div style="border: 1px solid black; border-radius: 10px; padding: 5px 20px;">Skip Question</div> </div>				TIMER
				Score
				Right
				Wrong
				Skipped

Start a riddle game. (button that says to begin game and start timer)

Int score = 1000

Int right = 0

Int wrong = 0

Int skipped = 0

Function Button_return(number_button_pressed, right_button_to_press)

 If right button

 Add +15 to score

 Update right

 If skip button

 Subtract -5 from score

 Update skipped

 Else //wrong

 Subtract -20 from score

 Update wrong

While(timer)

 Get random_question(int range) // gets a random question in the current difficulty level

 Show riddle

 Show response buttons

 Buttons when pressed call function button_return(botton number, right
answer)