Module 5 Exercise 1 The Plan

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1. **Categories & Questions**
   * Define 3–5 categories (e.g., History, Science, Sports).
   * Each category contains 3–5 questions with increasing difficulty (and point values).
2. **Players**
   * Single-player (contestant) version to keep logic simple.
   * Track score throughout the game.
3. **Gameplay Rules**
   * Player selects a category and question value.
   * Question is displayed.
   * Player must answer in the form of a question (e.g., “What is…”).
   * If correct → award points.
   * If incorrect → deduct points or award none.
4. **Flow of the Game**
   * Display board (categories and available questions).
   * Allow player to choose a question.
   * Present question → wait for input.
   * Validate answer against stored correct response.
   * Adjust score accordingly.
   * Remove chosen question from the board.
   * Continue until all questions are answered or time limit reached.
5. **Ending Condition**
   * End game when all questions are used or when user opts to quit.
   * Display final score and closing message.