

# Server Side App. Dev CA 1

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Due : October 27 th 2022

The image in fig.1 shows the menu interface for a small Node.js game 'Who wants to be a Pointaire' . This game is based on the TV quiz show 'who wants to be a millionaire', only in this game, we are playing for points. Players have three lifelines in the game, 'ask the audience', '50/50', or 'dial a friend'. How this is represented by the game is left to your own discretion. For this assignment, you must re-create a game offering similar functionality as listed. In addition to playing the game, menu option two 'Admin' offers functionality that allows the user to add, delete, edit and view questions and answers. Menu option three should display a list of the top five game player scores.

```
Node Pointaire Game
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[1] Play Pointaire Game
[2] Game Admin
[3] Top Five scores
[0] CANCEL

Select option? [1, 2, 3, 0]:
```

Fig 1

## Marking Scheme

Menu System		
GUI Appearance		10%
"Who wants to be a Pointaire" game		
Valid questions + answers		10%
Game opts (audience, 50/50, call friend)		20%
Updating player score		5%
Admin		
Add – Delete		20%
Edit - View		20%
Store/present top five scores		5%
Module configuration		10%