**Applying Principles of Structured Programming Josh Bailey**

**Planning the Jeopardy Game**

**Game Structure**

1. **Number of Questions**: Determine a set number of questions (e.g., 10 questions).
2. **Categories**: Select categories for questions (e.g., History, Science, Literature).
3. **Timing Constraints**: Set a time limit for answering each question (e.g., 30 seconds).
4. **Scoring System**: Define how points will be awarded (e.g., 100 points for a correct answer).
5. **Expected Correct Answers**: Prepare answers in the format of a question (e.g., "What is...?").

**Game Roles**

* **Contestant**: Players will take turns selecting questions and providing answers.
* **Moderator**: A designated person will read questions, track time, and score.

**Logical Steps**

1. **Start the Game**:
   * Display the categories.
   * Allow contestants to choose a category and point value.
2. **Ask the Question**:
   * Present the chosen question.
   * Start the timer.
3. **Collect Responses**:
   * Allow the contestant to answer within the time limit.
   * Check if the answer is correct.
4. **Update Scores**:
   * Award points for correct answers.
   * Display updated scores.
5. **Next Turn**:
   * Rotate to the next contestant.
   * Repeat until all questions are answered or a time limit is reached.
6. **End Game**:
   * Display final scores.
   * Announce the winner.