Project 5: Trivia

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Setup:

1. The game will contain 1 server
2. The game will contain 4 players.
3. The game will not start until 4 players have entered the lobby
4. The questions will be randomized, but hard set into a HashMap
5. HashMap will contain questions as the key, and an array list of answers as the value. The index 0 of the array list will always contain the right answer
6. In the Client GUI, the players will have the question chosen prompted up along with the possible answers.

Gameplay:

1. Client will connect to the GUI (not yet chosen if they will have to choose port or not)
2. Client will wait for all 4 players to connect
3. Once all players are connected, they will each receive the same question
4. The players will then choose a solution and click on that button (multiple choice for all questions)
5. The server will then decide if the answer is correct and provide the allotted points
6. The game will continue until all the questions are exhausted, or until a player receives 10 points
7. Players will not be allowed to prompt to play again.

Additional To Work On:

1. Timer for each question for each player. If they do not write in an answer in the allotted time, then they will forfeit their point even if correct
2. You get more points based on if you answered first and correctly
3. Players are given the option to remove one incorrect answer (like who wants to be a millionaire)
4. Thinking about introducing a play again button

The server GUI will be simple and similar to Project 4, where it will have a text chat box that will show the question that was asked. It will also show when a player has answered, and what their answer was. When all questions are answered, it will then show the solution. It will display the points for all the players.

The client GUI will be a connection to the server. When it connects, it will wait for all four players to join and indicate when you can start (a play button maybe). After this, it will then show a prompt of a question with four possible answers. They can then choose between one of the four answers. This will continue until a player reaches 10 points. It will display the points for all the players.