**UI Design**

A blue card with pink text

Description automatically generated

This is the first page of the Jeopardy game, with the motto "Guess and win." Sign in / register using our credentials is at the top of this page. We also have the option of logging in using facial recognition. Finally, there is a privacy and security policy, as well as some legal terms and conditions, to protect users from having their data stolen and to keep users and third parties from defrauding and misleading the service.

A blue card with white text

Description automatically generated

This is the game's login page. If a user already has an account, they will be able to login using their email address and password, or they can login by scanning their face for faster access.

A blue box with white text

Description automatically generated

This page informs that if a person is a new user or does not have an account, they must register using the credentials listed on the screen. While registering their credentials, users must also register their visage for simple access and identification. Then we must click on the submit button to complete the account creation process.

A blue and white login screen

Description automatically generated

This image shows that the user is having difficulty logging in, possibly due to incorrect input or having forgotten their password. So it appears that we have the opportunity to reset our password by email.

A blue box with white text

Description automatically generated

So, if a user wishes to reset their password in this box, they can enter their registered email address and click on send code, and the code will be sent to their email address. The code sent to their email must then be mentioned for verification before they can reset with their new password.

A screenshot of a game

Description automatically generated

When a person logs in to their page, this is how the main Jeopardy game page looks. The user is at the very top of the right side, and they can upload their image in the circle. If the user clicks on the right down arrow next to the user, a little box will popup in which the user can view settings, delete the account, and logout. The settings include user profile and information, payment information, location, and so forth. There is an option named "Help" on the user's left side, which will assist us in resolving any glitches or problems with the game or application. So, on the following line, at the far left, there is "About," and when a user clicks on it, a small window opens with a brief description and instructions for the game. When the user clicks on "Game" next to the about, a little window will expand with the presentation of the start or end game. Aside from the game, there is another option named "Score"; when a user clicks on the score button, a window enlarges and displays the current and prior players' names and scores.

There is also a sort option on score, which allows us to see a list of users together with their scores from winner to loser and also from loser to winner. There is also an option for multiplayers and existing players online. We may see the current list of players who are online by clicking that button in that choice. Finally, at the far right, we can see the "search button," which will allow the user to access any game-related queries, user scores, and so on.

A blue rectangular table with numbers and black text

Description automatically generated

This window appears when the user clicks on the option game from the main page. This window will open on another tab with a variety list of currencies and question types. If a user clicks the start button in the upper right corner, the game begins, and the user must select the number in which a number flips and a question with multiple choice answers appears. If a user decides not to play, they can exit the game by clicking End game in the upper left corner which will return them to home screen.

A blue rectangular grid with numbers and a yellow square

Description automatically generated

This window displays the user's selection of the number 200 from the genre data science, with the number highlighted in yellow. If the user clicks once, it will highlight in yellow. If the user clicks twice, the number flips and a new window with the question and answers appears.

A blue rectangular object with white text

Description automatically generated

If the user selects a number from the previous window, it flips and the question shown above appears. To select the choice, click on the circle on the left side of the answer. If we perform a single click, the option will be highlighted in black; if we do a double click, the correct answer will be displayed. The timer runs at the very top of the right side, and the user must respond within 30 seconds. If the user does not respond, the window closes and the right response is displayed. If the user does not wish to play the game, he can return to the main quiz screen by clicking the "Back" button at the far left.

A blue screen with white text

Description automatically generated

This window reveals that the user selected the option, and the option is highlighted in green, indicating that the user selected the proper option.

A blue rectangular object with white text

Description automatically generated

This window shows that the user chose the option, and it is highlighted in green, suggesting that the user chose the correct option.

A screenshot of a video game

Description automatically generated

This is the game's score display. When the player clicks "end game" at the far right of the game window, this window displays the user's overall score. The user can then exit the game by clicking on "quit Screen," which is located just above the extreme right corner.