**Module 5 - Exercise 1 Plan - Michelle Davila**

**Jeopardy Game Plan**

Below is the step-by-step breakdown of how the game should flow, ensuring that the principles of structured programming—sequence, selection, and loop—are adhered to.

**1. Game Setup**

Define Number of Questions: I will make the rounds fixed so that all the questions asked are arranged in equal numbers (e. g., 5 questions in a round).

Categories: It will be a trivia-based game which will consist of categories like History, Science and popular culture which the players will be able to select from.

Timing Rules: In this trivia, each player will be given a specific amount of time to respond to the question for example 30seconds. In case time runs out they will lose certain number of points as a default.

Question Format: They will answer in form of a question just as in the Jeopardy (e. g. What is…?).

**2. Game Flow**

Display Categories: In the beginning of each round, then the categories and the point values will be revealed to the player.

Player Selection: The player will select a topic for the questions asked and he will determine the number of points for every question. The selected question will then appear in order to be answered by the student.

Display Question: When the player chooses a category and the point, he or she wants the question related to the category will pop up and a corresponding timer will be set.

Player Answer: The player will be required to enter their answer in form of a choice.

It is observed that in case the player fails to continue playing before the stipulated time expires, then it will automatically lead to the loss of points.

If you give a response, it will be evaluated whether or not you’re correct.

**3. Scoring System**

Check Answer: After the player has made his or her response the system shall undertake the evaluation process of determining whether the given answer was right or wrong by comparing the player’s response with the correct answer.

Correct Answer: Answering correctly, the points corresponding to the value of the question will be going to add in the total count of the player.

Incorrect Answer: In case the answer is wrong then the same number of points from the points they already scored will be subtracted.

Display Score: As has been mentioned at the beginning of the quiz, your score will be updated after every question.

**4. Loop for Next Round**

When the game is over, the player has to choose other questions selected from other categories and different point values and the game continues until all questions are exhausted.

Game End: When all the questions will be played and all the answers will be given the game will get over and the last score will be shown.

**5. End of Game**

Once the game concludes, the final score will be displayed, and the player will be informed if they have won or lost based on their score.