

VIDEO GAME TRIVIA MAZE

DANIEL HEFFLEY

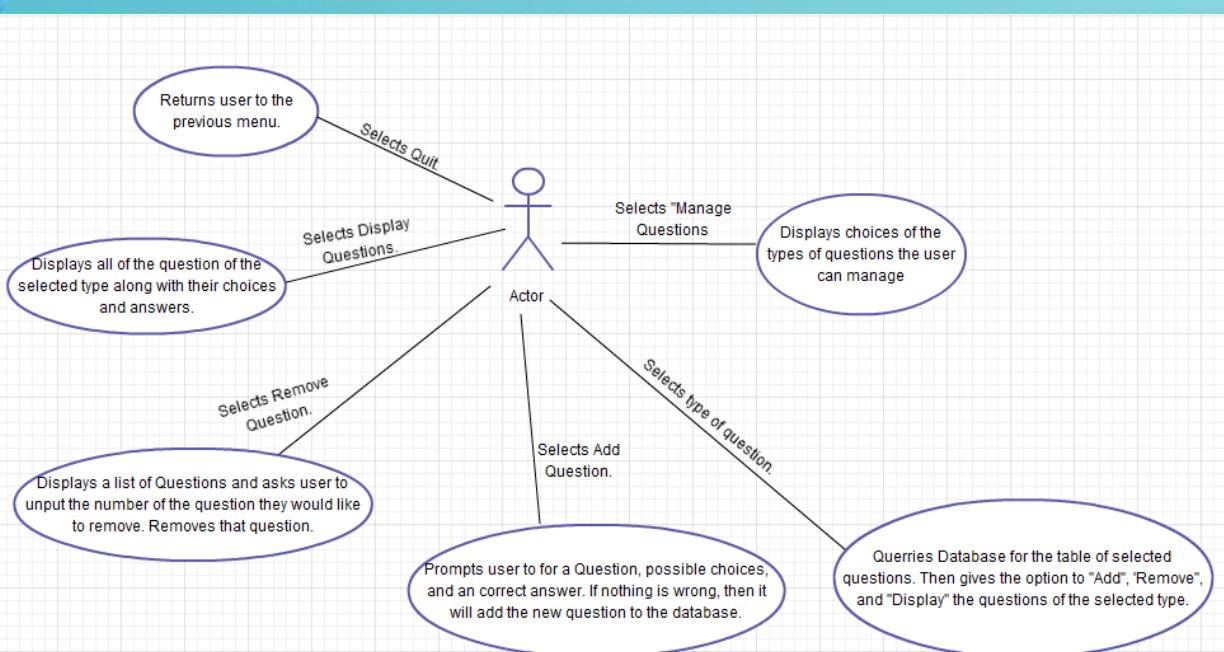
SAM GRONHOVD

KEVIN REYNOLDS

OVERVIEW

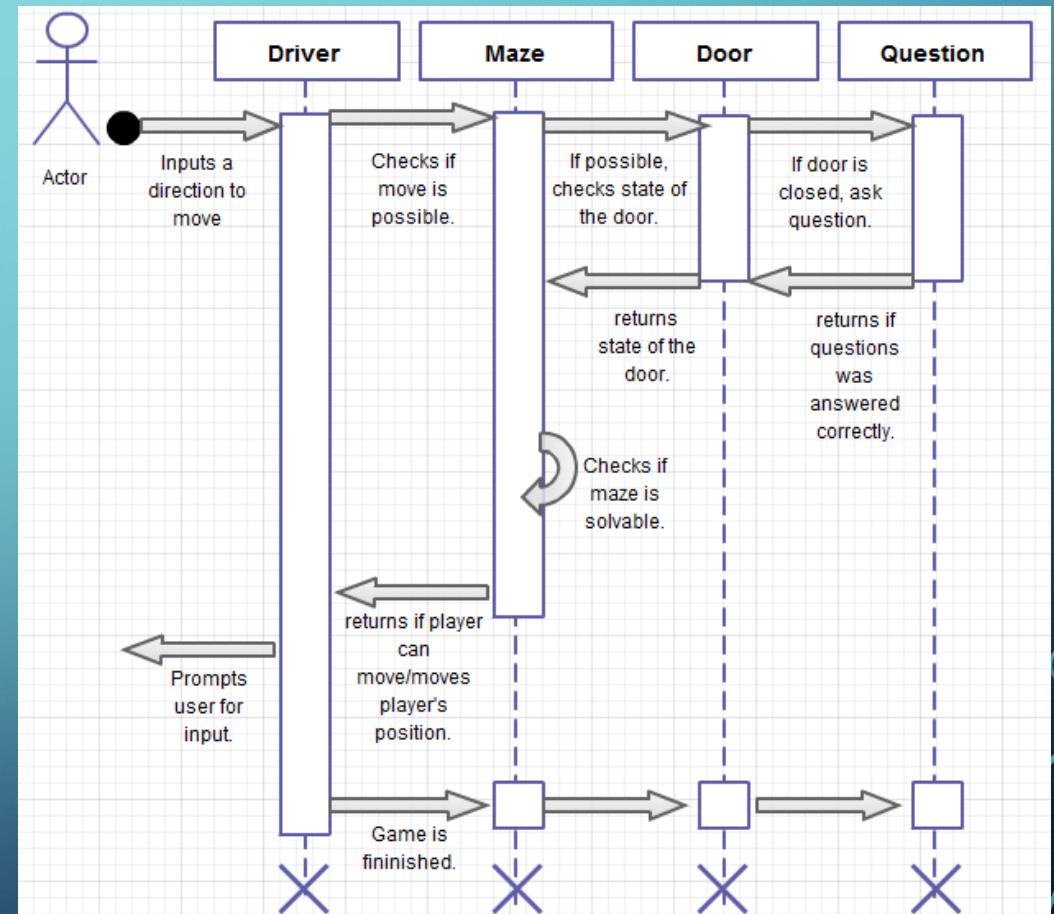
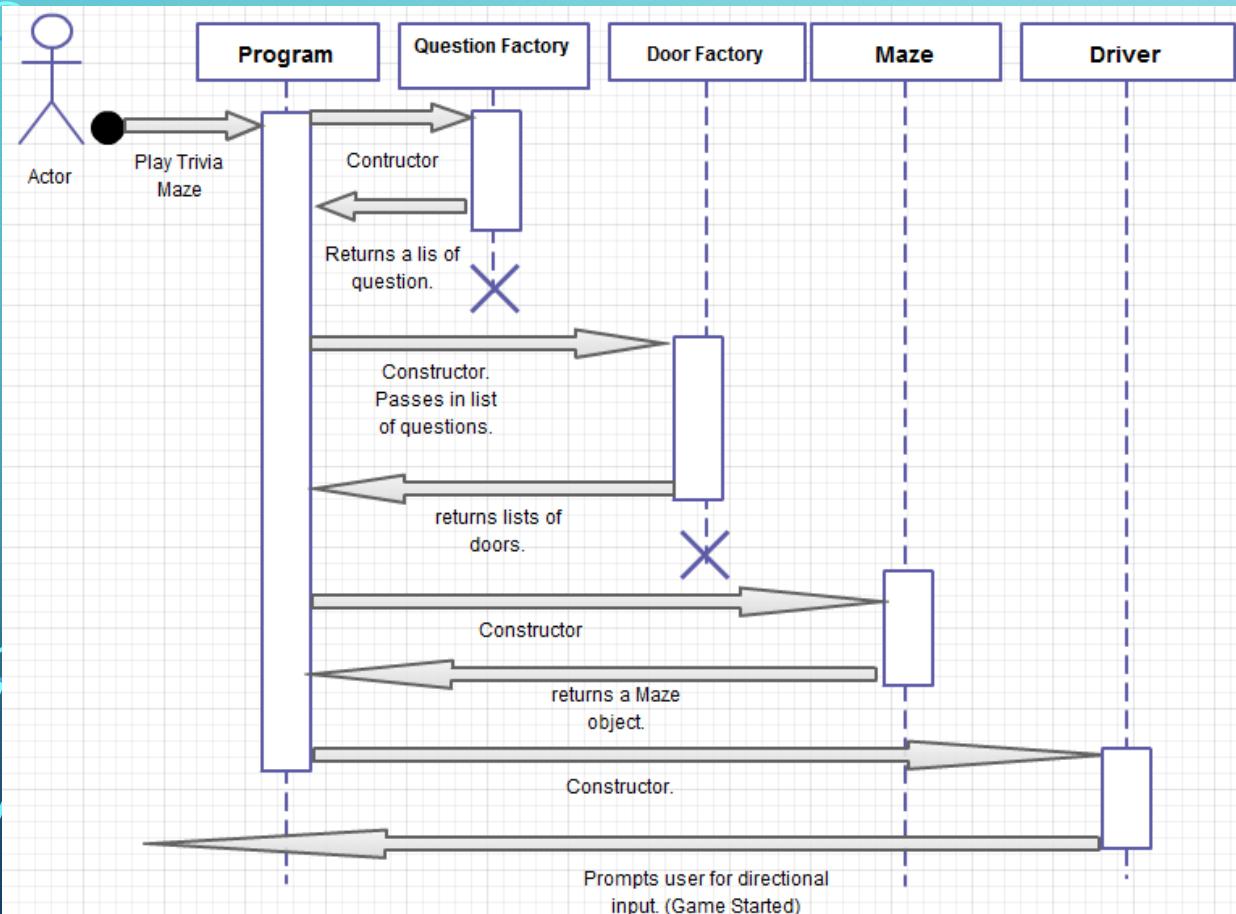
- Game is played in console
- Questions are video game based
- Maze is 4x4 in size

Use Case / Question Manager

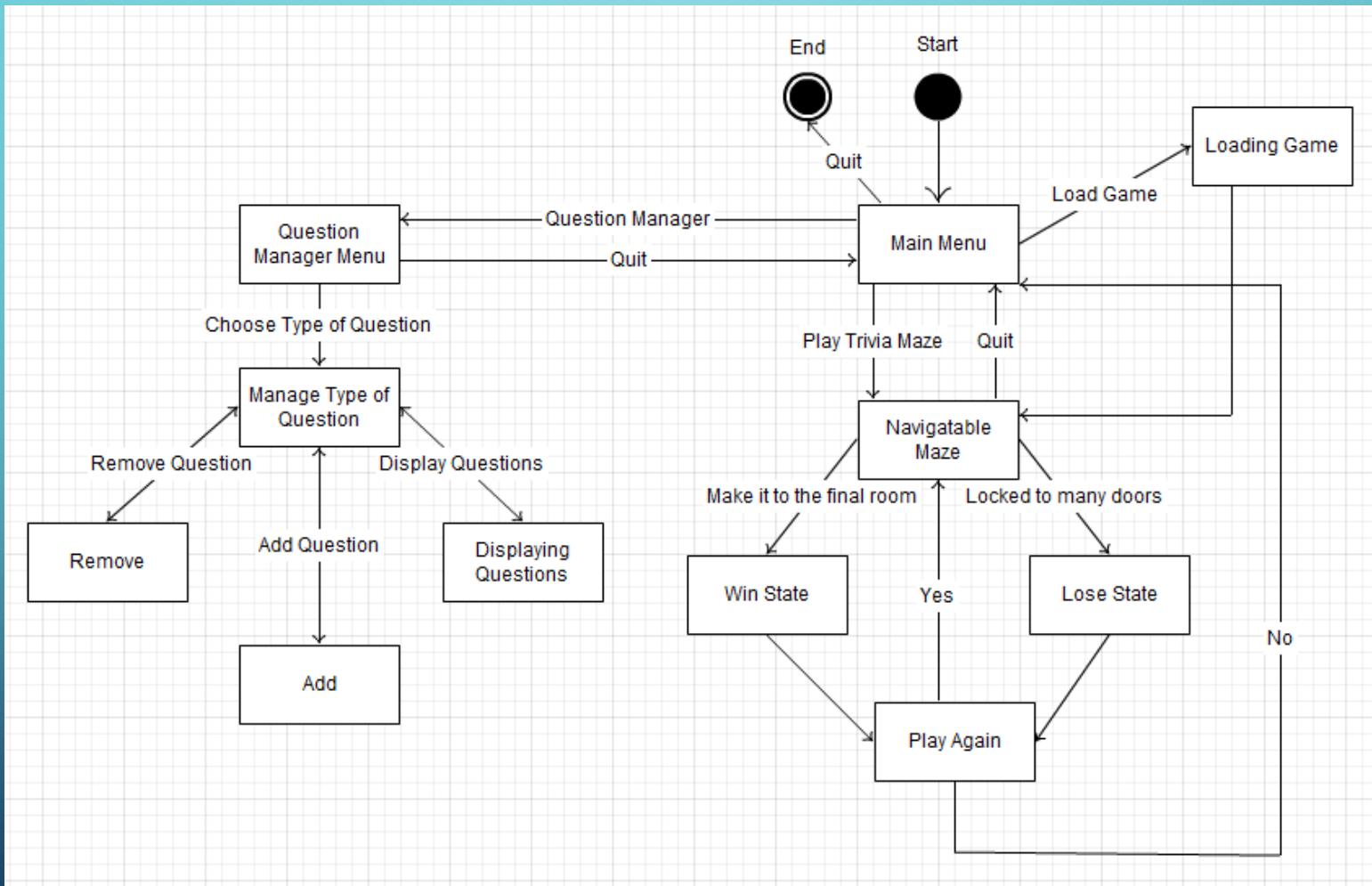


Manage Question		
Actors:	User	
Preconditions:	There are questions in the database to alter	
Trigger:	User selects "Manage Questions" from the Startup Menu.	
Basic Flow:		
Actor	Application	
2. The user chooses the type of question they would like to manage. 4. The user chooses to Add a question. 6. User enters all of the question information asked by the program. 7. User chooses to Remove a question. 9. User enters the number of the question to be removed. 11. User chooses to Display Questions. 13. User chooses to exit.	1. Application prompts the user with the types of questions that the user can edit. The choices are Multiple choice, True/False, Short Answer. 3. Prompts the user if they want to 'Add', 'Remove', 'Display Questions', or 'Exit'. 5. Prompts user to type in a question, followed by any choices for the answer, and with an answer to the question. 8. Application then displays all of the available questions of that type in a list and prompts the user enter the number of the question to be removed. 10. Removes the selected question, and prompts user to 'Add', 'Remove', 'Display Questions', or 'Exit'. 12. Displays all the questions in that category along with the choices and answers. 14. Exits to the main menu.	
Post Conditions:	Database of questions has been changed in some capacity.	
Alternatives:		

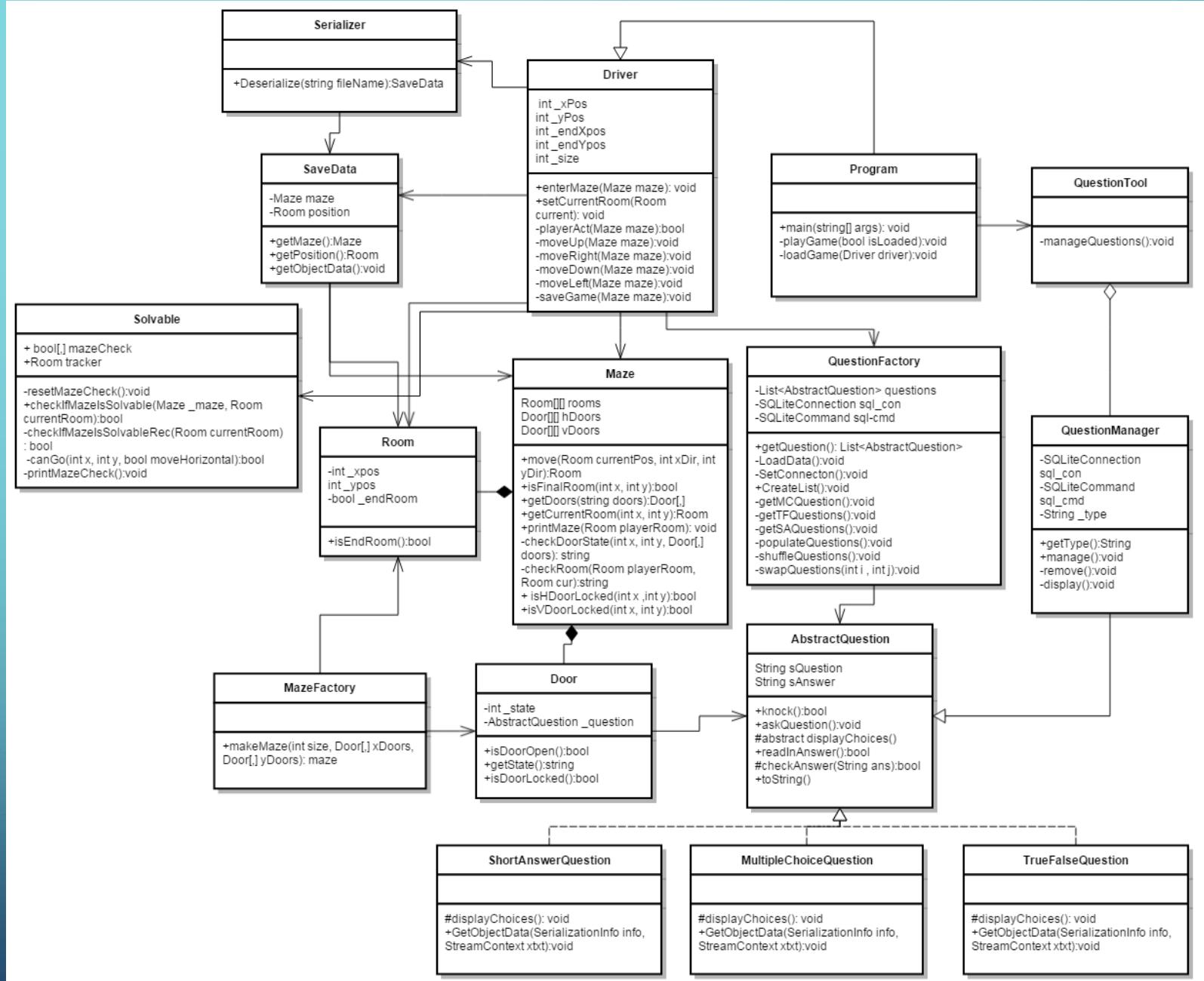
Sequence Diagram / Set up Maze / Playing Game



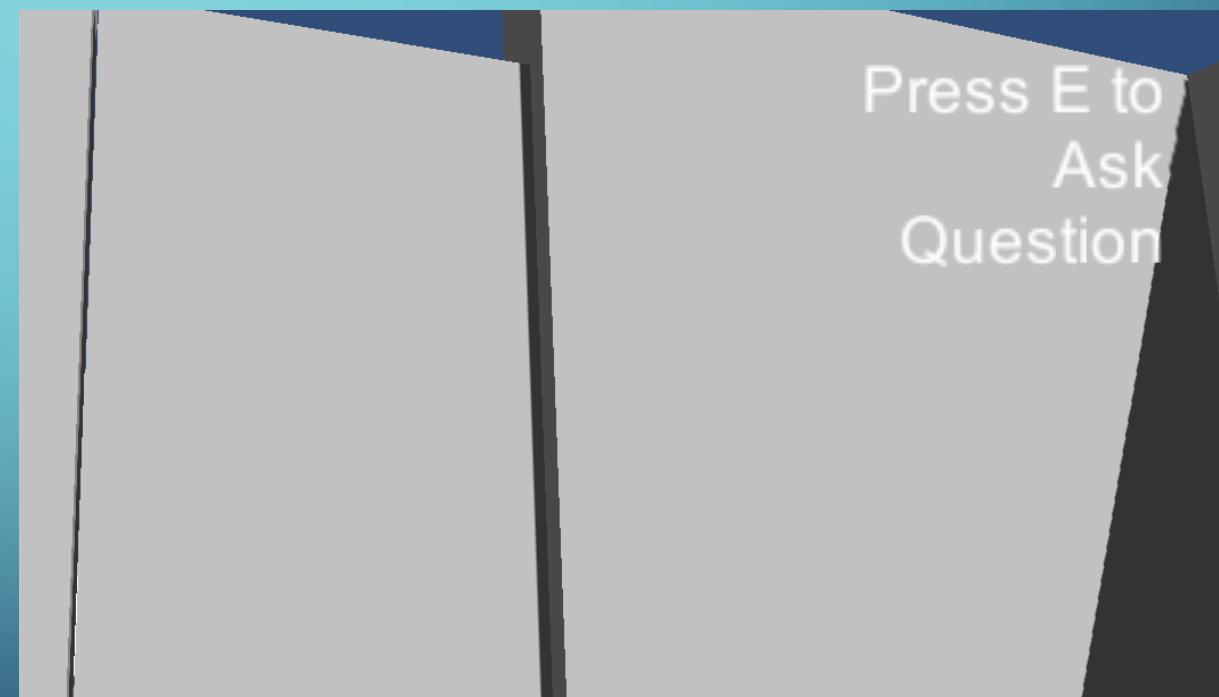
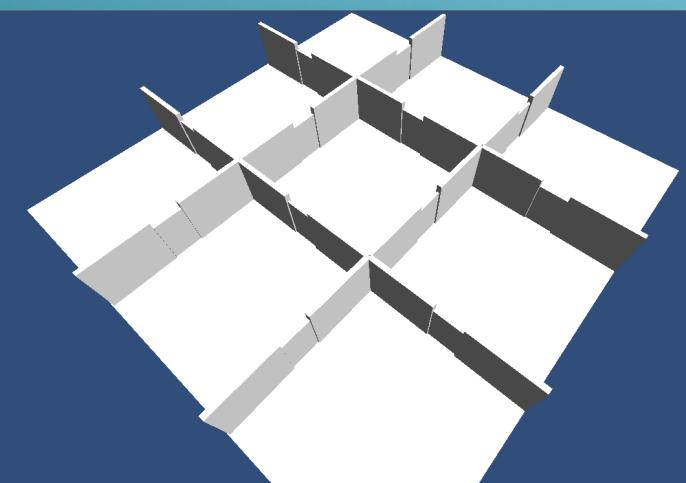
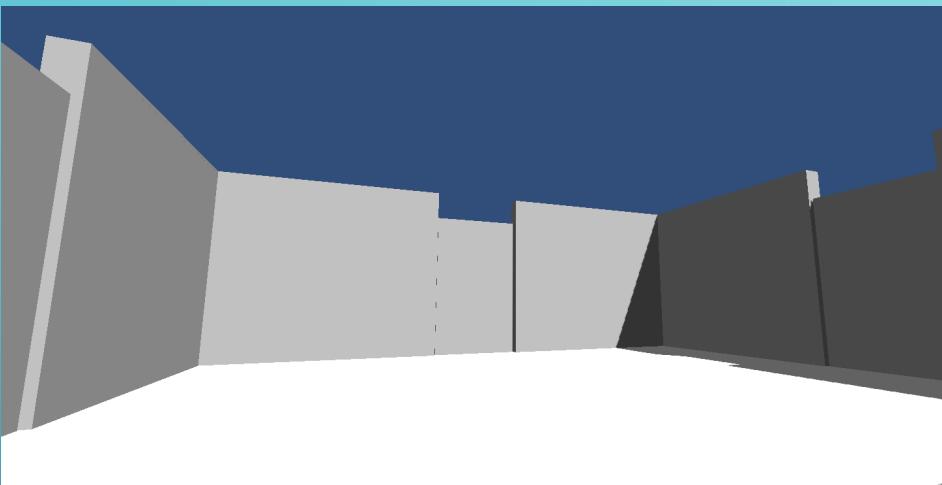
State Diagram / Entire Program



Class Diagram



ISSUES/PROBLEMS



The background features a subtle, abstract pattern of thin blue lines and small white circles, resembling a network or a stylized tree structure.

SHOW GAME