Requirements

1. The user should be able to play without bugs.
   1. The game should handle user’s input error.
   2. The game should finish at the right time.
   3. The game should read data from and write data to proper files.

Scenario (Game)

1. The game shows the welcoming message.
2. The contestant registers her/his name.
3. The host starts the game.

\*Repeat the following processes- until the contestant lose or win the game.

1. The host introduces prize for a question.
2. The game displays a question.
3. The game displays 4 answers.
4. The game displays \*Lifelines[[1]](#footnote-12607).
5. The host asks the contestant to answer or use Lifelines.
6. If the contestant decides to answer.
   1. The contestant chooses an answer.
   2. The host asks “final answer”.
   3. The contestant says if the answer is her/his final answer.
   4. If the answer is final answer.
      1. If the answer is correct.
      2. Get a certain amount of money.
      3. If the contestant get all the question correctly.
      4. The game is finished
      5. Save the contestant’s score.
      6. If the answer is not correct.
      7. Lose all the money.
      8. The game is finished.
   5. If the answer is not final answer.
      1. Repeat 9.1
7. If the contestant decides to use Lifelines
   1. The host displays 3 Lifelines.
   2. If the contestant decides to use \*50/50[[2]](#footnote-12332)
   3. Remove 2 incorrect answers.
   4. The host disables 50/50.
   5. If the contestant decides to use \*Phone[[3]](#footnote-22324)
   6. A friend of the contestant give a hint (or the answer if (s)he knows).
   7. The host disables Phone.
   8. If the contestant decides to use \*Audience[[4]](#footnote-11849)
   9. The result of a poll will be displayed.
   10. The host disables Audience.

Data

Read

1. Questions.
2. Answers.
3. Phone texts.
4. Audience text.
5. Users score.
6. User name.

Write

1. User score.
2. User name.

1. This is the help the contestant can use at any point during the game. Each Lifeline can only be used once. [↑](#footnote-ref-12607)
2. eliminates two incorrect answers from the multiple-choice selection. [↑](#footnote-ref-12332)
3. The contestant is allowed to make a 30-second call to a friend or family member and ask them if they know the answer to the question. In our game, the game displays a text which looks like from a friend.  
   Refer to the following.

   https://wwbm.com/ [↑](#footnote-ref-22324)
4. The audience is asked the same question as the contestant and a quick poll is done to show their answers. In our game, we don’t show the chart. Instead, we will show the text which describes percentage for answers.

   e.g.

   1: 5%

   2: 5%

   3: 60%

   4: 30% [↑](#footnote-ref-11849)