Trivia game starts on a start screen with a start button. There is also a Trivia game title. The title will remain but the start button will be in the area that is updated with the questions.

1. Once start is pressed, it initializes the game.
2. A trivia question is produced with the following:
   1. Time remaining: a timer that counts down from a certain point (30, 45, or 60 sec?).
   2. The question
   3. 4 options to select.
      1. This have affects when hovered over with mouse. (example is the box becomes another color with a border around it.)
3. Depending how the question is answered, perform the following.
   1. If correct, change all display below the timer. Set an internal timer for showing the below of 5-10 sec.
      1. Increase the correct answer count by 1.
      2. Display “Correct!”
      3. Display a picture of sad face or something that goes with the question.
         1. If using random API, I am not sure choosing a picture that goes with it will work. If you can create the API, then you can include the img link.
   2. If incorrect, change all display below the timer. Set an internal timer for showing the below of 5-10 sec.
      1. Increase incorrect answer count by 1.
      2. Stop the timer.
      3. Display “Wrong Answer!”
      4. Display “The Correct Answer was: {correct answer}
      5. Display a picture of sad face or something that goes with the question.
         1. If using random API, I am not sure choosing a picture that goes with it will work. If you can create the API, then you can include the img link.
   3. If time expires, change all display below the timer. Set an internal timer for showing the below of 5-10 sec.
      1. Increase out of time count by 1.
      2. Stop the timer.
      3. Display “Out of Time!”
      4. Display “The Correct Answer was: {correct answer}
      5. Display a picture of sad face or something that goes with the question.
         1. If using random API, I am not sure choosing a picture that goes with it will work. If you can create the API, then you can include the img link.
4. Once the set number of questions have been completed (maybe 8), the game completes and does the follow:
   1. Stop the timer.
   2. Display “All done, here’s how you did!”
   3. Display correct, incorrect, and unanswered counts.
   4. Display button “Start Over?” that resets the game directly to the first question.