**Title**: Module 5 – Exercise 1 Plan – Fatimatou ibrahim

**Purpose**:   
To create a Jeopardy-style game using structured programming with sequence, selection, and loop structures. The game will ask a series of questions to the user, evaluate their responses, and keep track of the score.

**Game Components**:

* 3–5 Jeopardy-style questions (phrased as answers, the user replies as a question).
* Timer optional (can be skipped in first version).
* Score counter.
* Loop to repeat questions.
* Selection to determine if the answer is correct or not.
* Module to display instructions.
* Module to ask a question and check the answer.

**Modules**:

1. displayInstructions() – Show game rules.
2. askQuestion(question, correctAnswer) – Ask a question and check answer.
3. runGame() – Sequence that calls question modules, tracks score.
4. showFinalScore(score) – Display user’s total score.

**Steps**:

1. Start program.
2. Call displayInstructions().
3. Set score = 0.
4. Loop through each question:
   * Call askQuestion() with current question.
   * If answer is correct, increment score.
5. After loop ends, call showFinalScore(score).
6. End program.