**Topic: Who Wants to Be a Millionaire?**

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3.1 Goal of the project.

The goal of the project was to make a program like *Who Wants to Be a Millionaire* and to be as close as possible to the show.

3.2 Main points in developing the project (roles from the people involved).

When we were creating the program we started with making the questions, then we added the events that will take place when the question is answered correctly or incorrectly(if it is correct then you move on to the next one, if it is incorrect you stop playing)|, then we made the questions into functions, and finally we made the menu.

In this project everyone worked on the code. For instance, all of us searched for questions, then all of us made the questions into functions, Stanislav made the menu, Petar formatted the code to make it look better, Borislav and Todor added comments to the code.

Borislav and Petar wrote the documentation.

Todor and Stanislav made the presentation.

3.3 Level of difficulty of the project – main problems throughout development.

We did not have much significant problems, the biggest problem we came across was that we did not know how to make header files and to connect them with the main file, but Borislav and Stanislav went on a consultation and understood how to do so.

3.4 Segments of the program and their functions

Functions:

gameGreetings() is a function that does literally what it says. It contains a text that greets you when you select option 1 (Play) of the menu.

displayMenu() is the function for our menu.

q1-15() is the functions for the questions. It contains strings with the question itself and answers. Also has if statements that checks whether the answer was correct or incorrect.

choice1() contains the choices from the menu. It is called choice1 because at first we wanted to make every choice in different functions but then we decided to combine them in one function.

3.5 Used technologies, development environments, development tools and their uses for the program.

Our code was written fully on C++, we used repl.it and Visual Studio as development environments, we used GitHub to upload our code, presentation and documentation, we communicated through Microsoft Teams, Microsoft Word to write this documentation and Microsoft Power Point for the presentation.

3.6 How to use the program

When you start the program, you are granted with a menu with three options:

1. Play, 2. Rules and Info, 3. Exit.

If you select option 1 which is the choice for Play the program will greet you and then it wants you to enter your name, and you start the quiz.

If you select option 2 you will be given the set of rules for the game.

If you select option 3 you will just exit the program.

3.7 Conclusion. Main result – does it have application for the moment, what future plans do we have for the program.

In conclusion we would say that it was really fun and interesting project to make. We were a bit nervous because we had very limited time to work but we still managed to accomplish what we set as a goal.

In the future we plan to add the two lifelines that does not work at the moment which are 50/50 and skip question.

Block diagram

