# GameMenu:

The component that is presented to the user when the page is loaded. Allows the user to start a new game by presenting the “new game”-button, and be expanded upon to allow the user to select categories, difficulties and potentially an “endless mode”.

# GamePlay:

The component that handles the gamestate and logic for the active game. Responsible for fetching all the questions when the game start, and present these to the player through a child-component. When the game is complete, it creates another child-component that presents the user with the results for the quiz.

# QuizQuestion:

Responsible for presenting/displaying a single question and letting the parent know answer the user selected.

# QuizResults:

Responsible for presenting the user with all the questions, the selected and correct answers, and a final score once a game is complete.