**List of Features**

**Questions**

* The game doesn’t have any bugs.
* Three types of text files are needed to run the program smoothly:
  + millionaire.txt (contestant names)
  + Rankings.txt (saves players money earned)
  + 10 sets of 16 questions
* There are 10 text files with different sets of 16 questions each that the program chooses randomly for any new game. The text files follow the next structure:
  + 1 line: question0
  + 2 line: Correct answer
  + 3 line: Any incorrect answer
  + 4 line: Any incorrect answer
  + 5 line: Any incorrect answer
  + 6 line: question1
  + 7 line: Correct answer
  + 8 line: Any incorrect answer
  + 9 line: Any incorrect answer
  + 10 line: Any incorrect answer

Until question number15.

* The number of sets can be expanded by increasing the array size “ string[] textFileNames = new string[10] “ (line 247)

**Menu**

* New Game
* Options
  + List of participants: displays the list of all players in alphabetical order.
  + Update player: Looks if the entered name matches any first name of any contestant, if it does, the interest of the player can be modified, which will overwrite the millionaire.txt, otherwise it will display that the player couldn’t be found.
  + Rankings: Displays all players by the total money they have earned any time they participate, this is possible thanks to saving the money values in a text file called “Rankings.txt”.

**In-game**

* If player answers right, the game carries on, if they answer everything right, they become millionaires and the game ends.
* If the player answers wrong, the game ends right there, and depending on whether they reached a safe heaven or not, they will get either $0, $1000, or $32000.
* Any lifeline can be used only once.
* The player can leave (walk away) with their money at any time.
* The player can also abandon (quit) the game at any point.
* The player can use a “hint” (cheat, god mode) which always gives the right answer.
* Lifelines can be used in any order possible within the same question or in different questions.
* The audience has 20% chance of failure if the 50/50 lifeline hasn’t been used.
* The audience has 33.3% chance of failure if 50/50 has been used previously within the same question.
* The friend has 20% chance of failure if 50/50 hasn’t been used.
* The friend has 33.3% chance of failure if 50/50 has been used previously within the same question.
* If the players decides to leave the game (walk away) any amount of money earned will be accumulated and shown in the rankings.