Planning for the game Jeopardy

1. Define Game Components:

* 5 Categories
* 5 Questions per category
* Point values: 100 to 500 points
* Final Jeopardy: Include a Final Jeopardy round with a single question

1. Game Flow:

* Introduction: Explain the rules to the players
* Question selection: Players select a category and point value
* Answering questions: Players respond in the form of a question (e.g., “What is…”)
* Scoring: Keep track of players’ scores
* Final Jeopardy: Players wager points and answer the final question

1. Timing Constraints:

* Question time limit: 30 seconds per question
* Game duration: Estimate the total duration of the game

1. Roles:

* Moderator: Manges the game flow, reads questions, and keeps score
* Contestants: Answer questions and compete for points