**PLAN**

**Step 1: Setup**

Set up a GitHub repository named Quiz Game.

Create folders for HTML, CSS, and JavaScript files and make and continuously commit using the terminal.

**Step 2: HTML Structure**

**Basic Layout**

* + A title for the game.
  + A section to display the questions and options of A-D.
  + A section with buttons that convey actions when the user clicks (start, next, previous).
  + A message area to display score and win/loss messages.
  + Add an audio file.

**Step 3: CSS Styling**

Use CSS to style the game layout and buttons. Use Flexbox and media query for a responsive layout.

**Step 4: JavaScript Logic**

Create variables to track the game state as well as the object of questions and answers.

Implement functions to show questions and options simultaneously.

Implement a function to determine the score when the user is finished playing the game.

Implement the function for the next questions when a user tries to check for the next questions.

Implement the function for the previous questions when a user tries to check for the previous questions.

Implement the function for the start questions when a user tries to restart the game.

Add event listeners for the buttons when clicked.

**Step 5: Testing and Debugging**

Play the game to ensure all features work correctly.

Debug any issues that arise.

**Step 6: Deployment**

Use GitHub Pages or another platform to deploy your game.

Ensure the deployed game works as expected.

**Step 7: Documentation**

Write a README file with a description, instructions, and attributions.

Include a logo of the game.