**Plan Outline – Travis Fahey**

**1. Game Setup**

* Define the number of categories and questions per category.
* Assign values to questions based on difficulty.
* Create a data to hold questions, answers, and categories.
* Ensure questions are phrased as answers and require a question response.

**2. Player Management**

* Decide on the number of players.
* Track players’ scores throughout the game.

**3. Game Flow**

* Display the game board with categories and topic values.
* Allow players to select a question by category and value.
* Show the question, start a timer, and allow the player to respond.
* Validate the response:
  + If correct, award points.
  + If incorrect, deduct points or allow other players to answer.

**4. Ending the Game**

* After all questions are answered, or a defined time runs out:
  + Announce the winner based on scores.
  + Optionally display the questions and correct answers.