### GameMenu

A start page where the user can select number of questions and can click a “Start Game” button

### GamePlay

A component that handles the active game. This component also displays the QuizQuestion component. The GamePlay contains the data for the questions and the score.

### QuizQuestion

A simple component that displays the question with the available options (True/False). The component receives the current question as a prop.

The component emits a custom event when the answer is selected.

### GameOver

A component that displays the result of the current game. It shows a score and a QuizResults component. There is also be a button to restart the game.

### QuizResults

The component receives a data set to display the answered questions.