Context

The game is intended to be played simultaneously by 2 players in local area network. It will be a collaborative game in tree structure. At the beginning, the 2 players will be explained the context and the rules of the game. Then the web developper will be asked to make a choice between 2 questions (A or B). Their choice will be sent to the customer.

According to this choice, an alternative between 2 answers (A or B) will be proposed to the web developper who will in turn have to choose.

This answer will be sent to the customer who will again have to choose between 2 new questions. And so on.