Module 5 Exercise 1 – Plan – Ashleigh Molinet

Start Game()

Declare variables

Input variable values

Output how many questions are in game, how much time is given to answer each question

Call modules for questions.

Output “Congratulations” + playerName “you have finished the game”

Stop

Variables: playerName

Constraints: Each question is given one minute to answer

There are 5 questions

Each question has it’s own module but all of them follow this format.

Start quesNumber()

Call module for timer (countDown)

Declare variables

string questionNumber “”

string answerAsQues “”

string playerAnswer

Input playerAnswer

If playerAnswer matches answerAsQues then

Output “You are correct”

End module and move to next module

If playerAnswer does not match answerAsQues then

Output “Please Try Again.”

Input playerAnswer again and run the loop again.

Return when answer is correct or timer has run out.

When final question has been completed end program.

Timer module countDown ()

Start countDown()

Declare variables

Num desiredDuration = 60

Set totalTime = desiredDuration

Set totalTime = desiredDuration

Set currentTime = totalTime

Set isRunning = True

Decrease currentTime by 1

Output currentTime

Delay by 1

If currentTime <=O then

Output “Time is Up.”

Endif

Return