Trivia Game Exercise

1. HTML:
   1. Heading – Total Trivia Game
   2. Body
      1. Container
      2. Start button changes display to questions and starts the timer ticking down
      3. Time Remaining: in seconds, starting w/120 down to 0
      4. Questions with answer options display
         1. Allow only 1 answer for each question
      5. All Done! Message displays when either:
         1. Timer goes from 120 to 0
         2. User clicks the Done button
      6. When either the timer goes to 0 or the user clicks the Done button the following happens:
         1. Calculations:
            1. Correct answers
            2. Incorrect answers
            3. Unanswered questions
2. CSS:
   1. Background image
   2. Container with:
      1. Background color
      2. Start button
      3. Time Remaining display
      4. Paragraph of questions and answer choices with radio buttons for selections of each answer – displays when Start button is clicked
      5. Done button
      6. Display of calculation results
         1. Correct answers
         2. Incorrect answers
         3. Unanswered questions
3. Items/Javascript Logic:
   1. Timer
   2. Logic for determining if:
      1. Answer is correct
      2. Answer is incorrect
      3. Question is not answered
   3. Counter for:
      1. Correct answers
      2. Incorrect answers
      3. Unanswered questions
4. Use cases/Javascript Logic:
   1. User clicks the Start button and the questions with answer options display
   2. Only allow 1 answer to be selected (use a radio button for this?)
   3. Looping through each question in the array until finished
   4. If, Else:
      1. Compare the answer selected by the user to the correct answer:
         1. If the answers match, add 1 to the counter for correct answers
         2. If the answers do not match, add 1 to the counter for the incorrect answers
      2. Determine if all questions were answered:
         1. If all questions were not answered, determine how many were not answered and add that number to the counter for unanswered questions
   5. When either the time remaining reaches 0, or the user clicks the Done button:
      1. Display the results of the calculations for:
         1. Correct answers
         2. Incorrect answers
         3. Unanswered questions
      2. Display text “All Done!”