Bronson Ellenwine
2/14/25
SDEV120
Module 5 - Exercise 1 Plan

Jeopardy Game Plan

1. Game Structure

- The game consists of three rounds: Jeopardy, Double Jeopardy, and Final Jeopardy.
- Each round contains a set number of categories, each with five questions of increasing difficulty and value.
- Players take turns selecting a category and question value.
- The game ends after the Final Jeopardy round, where players wager their points before answering the last question.

2. Game Rules

- Players must phrase their responses in the form of a question (e.g., "What is...?" or "Who is...?").
- A timer is set for each question (e.g., 10 seconds).
- Correct answers earn points, while incorrect answers deduct points.
- If a player does not respond in time, they receive no points.
- Special questions include "Daily Doubles," allowing players to wager their points.
- The player with the highest score after Final Jeopardy wins.

3. Roles

- **Moderator (System)**: Displays questions, checks answers, enforces timing and scoring rules.
- **Contestants (Players)**: Select categories, answer questions, and wager points when applicable.

4. Question Format

- Each question is associated with a category and value (e.g., History - $200).
- The question is presented as a statement (e.g., "This U.S. president signed the Emancipation Proclamation.").
- The contestant must respond in the form of a question (e.g., "Who is Abraham Lincoln?").

5. Game Flow

1. Display the game board with categories and point values.
2. Player selects a category and value.
3. Display the corresponding question.

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4. Start the timer for player response.
5. If the player responds correctly within the time limit:
    ○ Award points.
    ○ Allow the player to choose the next question.
6. If the player responds incorrectly or times out:
    ○ Deduct points.
    ○ Allow the next player to answer.
7. Repeat steps 2-6 until all questions are answered.
8. Proceed to Final Jeopardy:
    ○ Players wager points.
    ○ Present the final question.
    ○ Players respond within the time limit.
    ○ Adjust scores accordingly.
9. Declare the winner based on the highest score.