Trivia Game

Elements:

Start Game

Question and multiple Choice answers

Question timer

Answer Correct/Incorrect

Move to next question with no user input

Array with objects containing questions and answers

Function that loads timer, question, possible answers

Click moves to results function or timeout if they don’t answer in time

Function that outputs and evaluates answer

Timer on function

When timer expires, reruns question function

At End of quiz shows tallies of correct and incorrect answers as well as unanswered

Start Over button that does not reload page only resets game

Design: Each bright color represents a category and replaces screen color scheme so you know you are inside that category