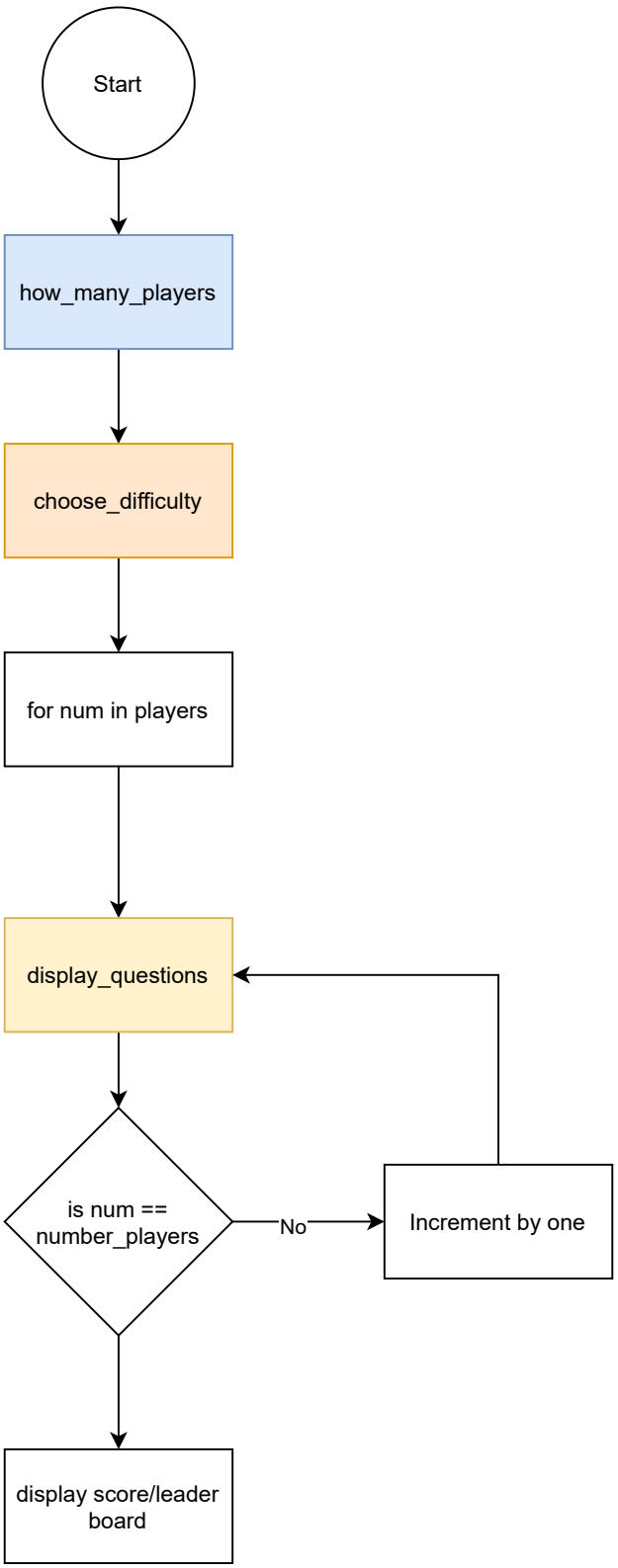
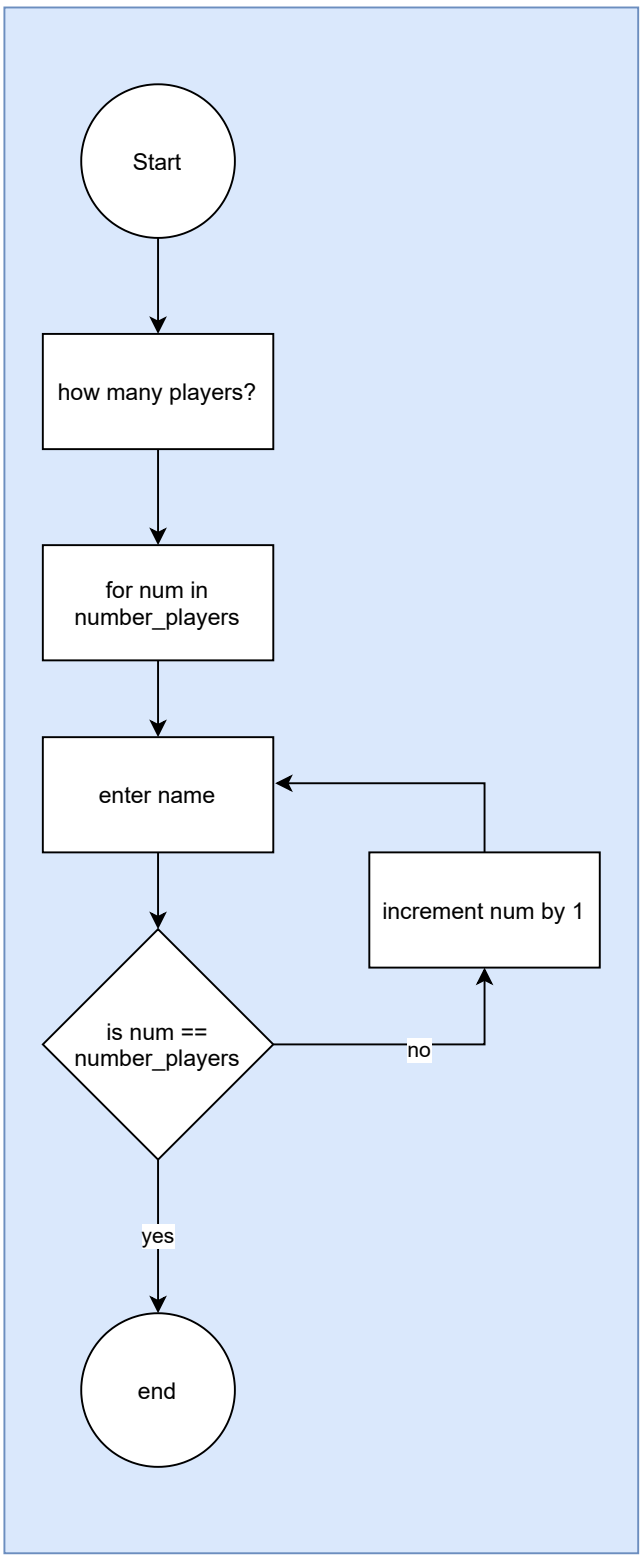
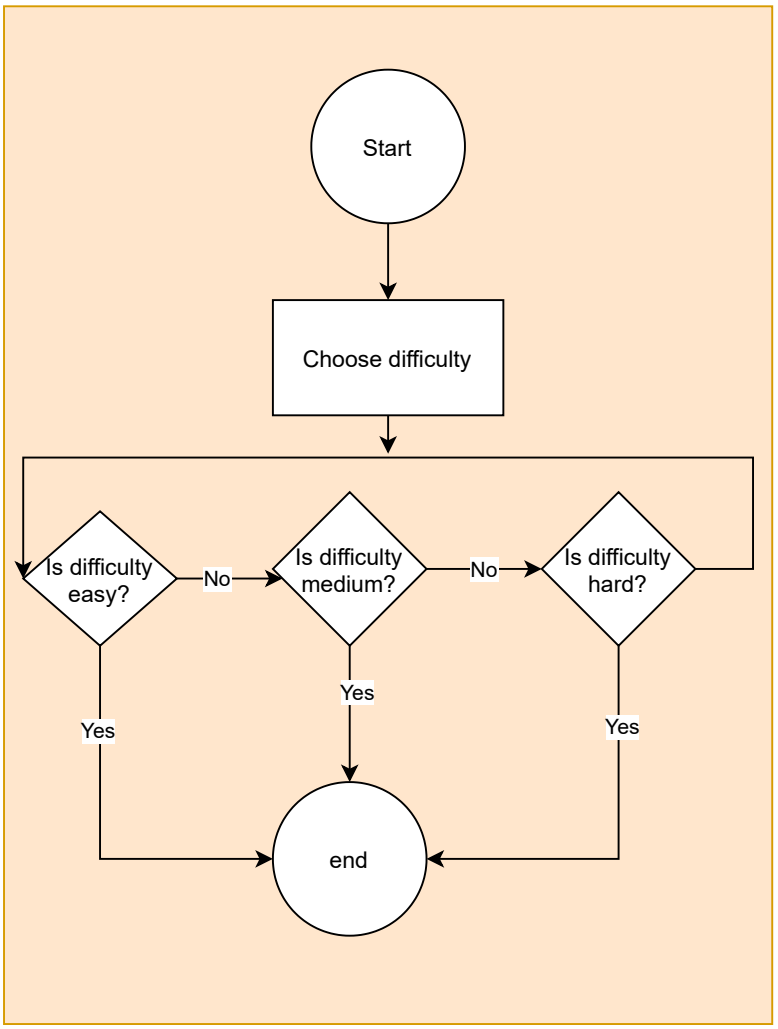
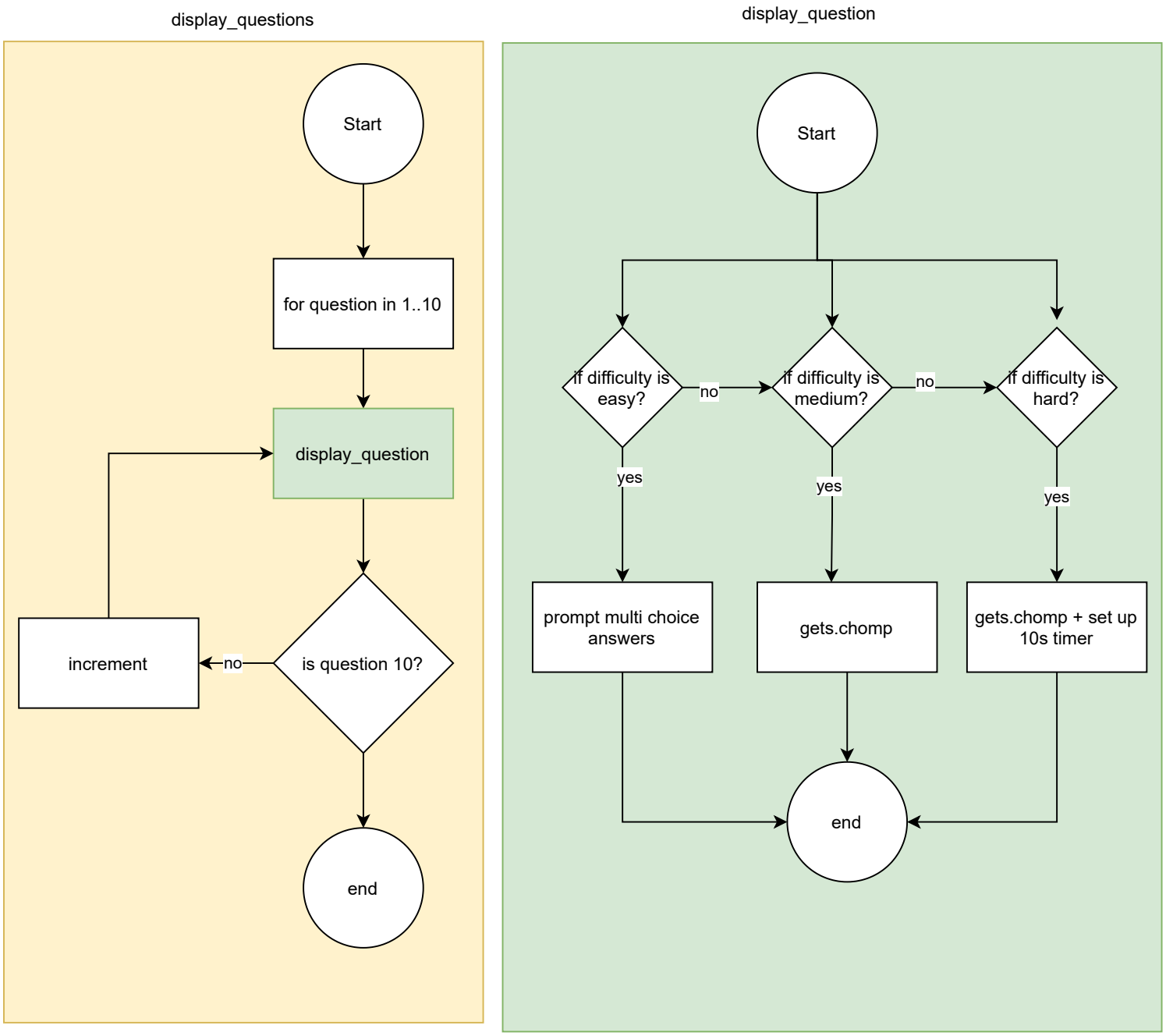

Start
how_many_players
choose_difficulty
for num in players
display_questions
is num == number_players
No
Increment by one
display score/leader board

how_many_players



choose_difficulty




display_questions
Start
for question in 1..10
display_question
is question 10?
no
increment
end
display_question
Start
if difficulty is easy?
no
if difficulty is medium?
no
if difficulty is hard?
yes
yes
yes
prompt multi choice answers
gets.chomp
gets.chomp + set up 10s timer
end