To do list:

Method in TrivialPursuit class to determine if move is legal

Choose which version of the game

Assign starting position

Marker on box

Box telling player what to do on their turn

Keep track of where they are

Fix question box

Keep track of number of correct answers/answers of each color

Determine if game if over

\*\*What happens if game is over

getBackground

Colors[]

Eventual steps: way to get questions in random order