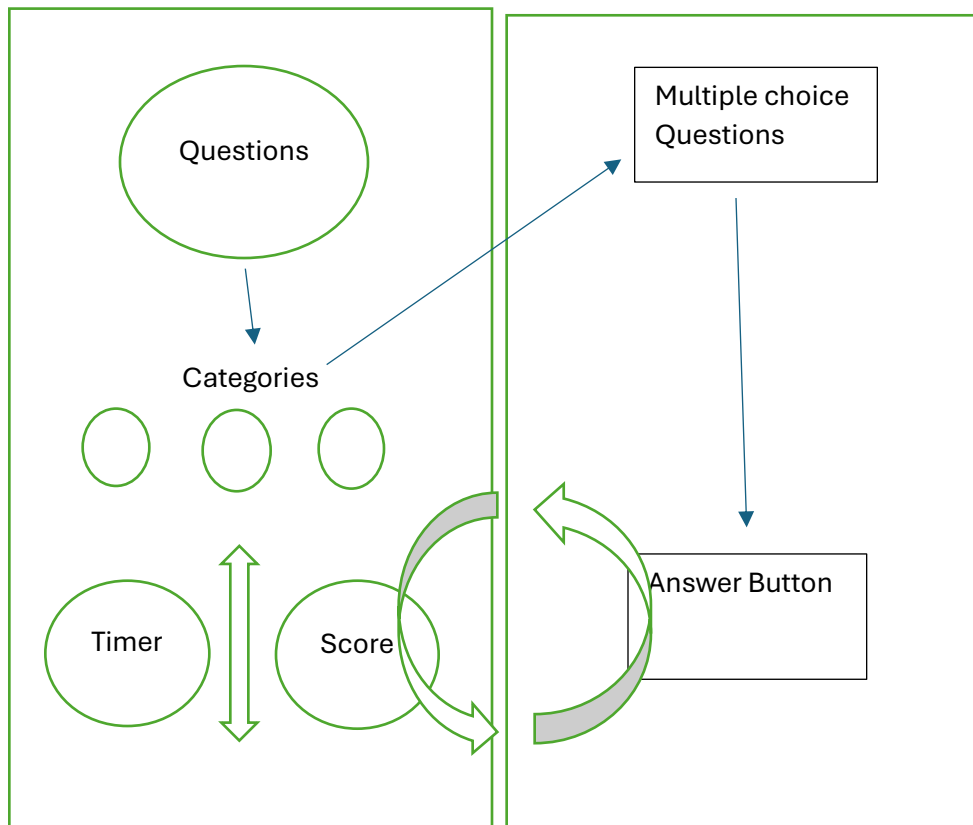


This is a Quiz game where the player selects from multiple choice questions and is allowed a set time to attempt the questions. If the player gets the correct answer, a score will be recorded for him/her. If unable to attain the passing score at the end of the Quiz, the player will be shown GAME OVER. And the game will revert to the starting score for replay.

QUIZ GAME



/*----- constants -----*/

/*----- state variables -----*/

/*----- cached elements -----*/

/*----- event listeners -----*/

/*----- functions -----*/

Quiz Game Pseudocode

Set up Global variable

- The app needs to remember scores of players. $\text{score} \leftarrow 0$
- The winning Score will be predetermined before the player begins to play. In this case, the **winning Score** is 3
- There is going to be a timer of about 10 seconds on each question.
- The app will also remember the current questions as the set off questions will be organized per category.
- The game will be divided into 3 categories names.
 - General,
 - History and
 - Science

The start of the Game

- User selects from the **quiz category** and clicks on start quiz button to begin the game.

- At the start of game, the player score is set to zero (0).
- Timer is set to 10 seconds to answer 3 question and if not, selection is made after 10 seconds, => Time up
- Reset score to 0
- The current question category is reset for player to pick a new category after the time up or game over.
- Time is reset to 10 seconds after Game over or time out.

Question is loaded in the index -> Load Question

- If current Question Index is => the number of questions in the selected category:
 - Run **end Game** and show a message that reads; ("You answered all questions!")
 - At this point, you exit function, Else: show the current question
 - Answer options are shown as buttons. The computer checks each answer/option selected to see if it is correct or not.

Check Answer

- When player selects a correct answer, Player's score increases by +1
- If score is greater than or equal to winning Score (3), Call endGame and display a message that reads, "You Pass" and exit function.

Start Timer

- At the selection of start quiz, the timer begins at 10 seconds and decreases by 1 second afterwards. Every second:
- When timer reaches 0: display endGame with a message ("Time's up!") and proceed to Stop the timer

End Game

- At the end of the game, Stop the timer and reverse to the starting page.
- Here the player will need to make a new selection of categories to proceed with the quiz.
- Save score to localStorage for document purpose.