

**Title:** Trivia Quest

**Genre:** Trivia

**Core Concept:**

Players embark on an adventure, answering increasingly difficult trivia questions to complete the game.

**Gameplay Loop:**

1. A random trivia question is presented from the dictionary.
2. The player submits their answer to the question.
3. The game indicates if the player was correct or incorrect.
4. The game moves to the next question.

**Mechanics:**

Question Selection: Questions are randomly selected from the dictionary, based on each level.

Input/Answer: Players input their answer, the game evaluates if the response is correct.

Scoring System: Players earn points by answering questions correctly, allowing them to move to the next area.

**Win/Lose Conditions:**

Win Condition: Players answer questions correctly and earn a high score.

Lose Condition: Players answer the questions incorrectly and lose lives.

**Setting/Narrative:**

The game is an odyssey, with each “area” having a different theme and difficulty.

**Progression:**

Players move through areas by answering questions, which go up in difficulty. Different zones have a different theme and a different character asking the question.

**User Interface Considerations:**

Information is displayed in the terminal, providing users with multiple choice answers.

**“Stretch Goals”**

Add ASCII art to the display.

Category Selection: allow players to include or exclude categories.

Leaderboard: display high scores and initials at the beginning/end of play.

