Eric Coupe SDEV 120 Module 5 Exercise 1 Plan

For a ‘Jeopardy!’ program there needs to be:

* 1 – 3 players
* 6 categories
  + 5 questions per category
* A button/buzzer to signal wanting to answer
* A timer of 5 seconds
* Contestant must answer in the form of a question
* Contestant gains points with a correct answer.
* Points are deducted with an incorrect answer or no answer within time limit
* No points if no buzzer pressed
* When there are no questions left to choose from the game ends
* The player with the most points wins

There should be a function with the basic gameplay to call later as the game loops.

There should be a database holding the questions. When started the program will randomly choose 5 categories.