Program Structure Planning for Jeaopardy

The game grid is 6 columns of categories and 5 rows of dollar amounts.

Every correct answer adds the dollar amount associated with the question to that player's overall score.

playerOne, playerTwo, and playerThree would be assigned to each contestant.

Subsequently playerOneScore, playerTwoScore, and playerThreeScore will be placeholders.

Begin Loop

Sequence structure: later formed into startUp()

First two data entries are category, or column number, followed by a dollar amount, or row number.

The system will then retrieve the question that has been programmed at that memory space. System will output this question to the players.

Input player that buzzed in. Input the answer to the question.

Selection structure:

Was the answer submitted correctly? Yes or no?

If yes, the system will add the correct dollar amount to that player’s score.

If no, no points are awarded and the startUp() module executes.

Selection structure nested in selection structure:

If answer was correct, is this question double jeopardy? Yes or no?

If yes, double the dollar amount and add to the correct player’s score, doubleJeopardy()

If no, add the original dollar amount to the correct player’s score.

Selection structure:

Was this the last question? Yes or no?

If yes, proceed to endOfGame(), If no, initiate startUp() module and loop back to first decision