# REQUIREMENTS DOCUMENT

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| **Date Submitted:** | **7/31/2019** |
| **Application Title:** | **Hickman\_ch7\_18: Trivia Game** |
| **Purpose:** | Create a 10 question trivia game for two players to participate in. Each player answers 5 questions. The game then tells the players how many questions they answered correctly and who won the game. |
| **Program Procedures:** | 1. Each player gets a turn answering 5 trivia questions. 2. When question is displayed, four possible answers should also be displayed. 3. The player chooses their answer for the question. 4. After all answers have been chosen by each player, the total amount of correctly answered questions should be tallied. 5. The program should display the number of points earned by each player and declare a winner, player 1 or player 2. |
| **Algorithms, Processing, and Conditions:** | 1. Create a Questions class that will create and popular the arrays. First array should hold the first 5 questions for player 1, the second should hold the answers to that array, the third should hold the correct answers. 2. Repeat the process for the second set of 5 questions that will be given to player 2. 3. Create a method inside of the Question class to get the answers from the players. Import scanner keyboard. Ask user to enter their answer. The answer should be A, B, C, or D, regardless of capitalization. Once the player answers, break and move on to next question. Return the answer. 4. Create a new trivia game object using the Question class. 5. Use a for loop to cycle through the questions in the index of the question1 array. Compare the answer given by player 1 to the right answer. If correct, add 1 to player 1’s total. Do the same for player 2. 6. Print out the number of wins for each player. 7. Use if/else statements to congratulate the player that won the game. |
| **Notes and Restrictions:** | The Question class should have appropriate constructor(s), accessor, and mutator functions. |
| **Comments:** | Make up your own trivia questions on the subject or subject of your choice for the objects. |