**Features of the Four Increments**

1. **Skeletal Increment-Architecture**

* Subsystems
  + Server
  + Players
  + Database
  + Game logic
  + GUI
* Features
  + File reading to generate the questions
  + Player picks a sector via GUI
  + Display questions with given category in order
  + Player can send answers to server
  + Server can send responses to players
    - Correct/Incorrect answers
  + Opponents chooses the category
  + Counter to track remaining spins in the round

1. Minimal-most important functionality
   * Win checker
   * Scores and tokens tracking
2. Target – what you can expect to produce in one semester
   * A functional game
   * Meet all the rules/requirements
3. Dream-what you could do if you had enough time

* Allow user to choose certain categories for the whole game
* Animation of the wheel and sound effect
* A version in another language, e.g., Chinese
* Save user’s account information to allow multiple logins
* Web-based game accessible from a browser