**Features of the Four Increments**

1. **Skeletal Increment-Architecture**

* Subsystems
  + Players
  + Questions
  + Game logic
  + GUI
* Features
  + Player picks a sector via GUI
  + Player answers questions
  + Read local files to retrieve questions
  + Display questions with given category in order
  + Update(answer correct/incorrect) and track scores
  + Opponents chooses the category
  + Counter to track remaining spins in the round

1. **Minimal-most important functionality**
   * Select questions/category via GUI
   * Multiple players play the game for two rounds
   * 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