Wheel of Fortune game

In the course of project implementation, organizations frequently have to devise numerous answers for a single issue. This game is designed to aid project managers in choosing the most effective solution, focusing on non-technical aspects. Various milestone markers within the game signify diverse problems that might be faced during project exploration. As the game unfolds, players randomly select cards that align with potential non-technical challenges. Failure to address these issues will result in the game scoring the risk associated with them. Successfully resolving all the selected problems will have the game highlight the solutions' ability to avert potential risks, acknowledged through the allocation of points and additional rewards.

To make the game more interesting, we have added Wheel of Fortune game and "the number of times the wheel is spun" to the game's winning conditions. Fewer spins shows the luck of a team, We like people with good luck. This wheel consists of 6 parts, each part printed different number from 1 to 6, representing the steps the players will move in the game.

Game Rule Overview:
Game Participants: Players and referees
Player: One player represents one solution of the project. Therefore, n players shows there are n solution of the project.
Referee: The project's managers, shareholders, or project owners.

At the beginning of the game, each player's score is 0.
Preparation Before the Game: Each player needs to list two different problems, which are noted down the name by the player to avoid cheating(players cannot answer the question they propose) ,related to the project in each milestone's stage(5 milestones' stages in total). Referee will check and eliminate duplicate or similar issues and place them in the problem pool. Also, referee will create some question into the pool.

Gameplay:
Step 1: Players spin the wheel to determine the number of steps n to move forward, which is also the number of problem cards to draw.
Step 2: Players randomly draw a corresponding number of problem cards from the problem pool based on their position on the game map. If previously drawn or written by their own, redraw.
Step 3: Players answer the drawn questions, and after answering, the problem cards are returned to the problem pool.
Step 4: Regardless of whether the question is answered correctly, the piece will move forward N steps.
Step 5: Repeat steps 1-4.
Step 6: The game ends when all players' pieces reach the end of the game map.

Reward and Punishment Rules:

Referee needs to judge the validation of the answer. Other players also can propose contradiction to referee if they disagree with the answer.

Players who answer correctly will get 1 point, and those who answer incorrectly will lose 1 point.

Players who answer all questions correctly will be rewarded with 1 points and can move forward 1 steps.

If a player answers all questions incorrectly, they will be penalized by being suspended from spinning the wheel in the next round.

Winning Conditions:

Case 1: The player with the most points wins directly.

Case 2: If players have the same score, the player who has spun the wheel the least number of times wins, as he is luckier.