

Trivia Game

Pseudocode

I. HTML/Bootstrap/Css

a. Home display

- Some theme with title “Trivia Game” in header.
- Two divs within one row – one alternating between timer and question or verdict on answer/”all done when done”; and the second alternating display between possible answers and relevant picture with correct answer (when applicable) to stats and buttons.
- Start button.

II. Javascript

1. Collect images relevant to questions.

2. Declare global variables and create an object array for questions

- let questionOptions = [questionsObjects{with answers}, ...] ← (declare correct answer in each object);

3. When the player clicks “start” on.('click', function(start)) – same as “start over?”

button at the end) {

- let correctAnsCount = 0;
- let incorrectAnsCount = 0;
- let unAnsCount = 0;
- let questionNum = 1;

- Run function firstFunction(object, timer) {

➤ If (questionNum === 10) {

✚ Set Timer2 at 7 secs:

- ❖ Display last timer position;
- ❖ Display “All done – here’s how you did: “;

- ❖ Display correctAns, incorrectAns, and unAns in separate lines.
- ❖ Display a “Strat Over” button that functions same exact as the “Start” button (which should automatically reset the game).

}else{

- Let timer1 = 60000ms = 60s;
- Let timer2 = 7000ms = 7s;
- Display questionOptions.questionNum (since this variable is incremented below, it will automatically go to the next question in the order of the numbers)
- Initial display
 - ✚ Timer1 (60 sec?);
 - ✚ The question;
 - ✚ The possible answers as buttons (1, 2, 3, 4);

a. Player makes a choice “eventListener” **on.('click', function(answer)) {**

- let *this*.usersInput = userInput (check video for eventListener syntax);
- **if** ((usersInput === correctAns) && (timer > 0)){
 - correctAnsCount++;
 - Increment questionNum ++.
 - Set Timer2 at 7 secs:
 - ✚ display timer1’s last position;
 - ✚ message that answer is correct;
 - ✚ display relevant picture;
 - return to **firstFunction()**;
- **else if** ((userInput !== correctAns) && (timer > 0)){
 - incorrectAnsCount++;
 - Increment questionNum ++.
 - Set Timer2 at 7 secs:
 - ✚ display timer1’s last position;
 - ✚ message that answer is incorrect;
 - ✚ display the correctAns;
 - ✚ display relevant picture;
 - return to **firstFunction()**;
- **else if** (timer === 0){
 - unAnsCount++;
 - Increment questionNum ++.

- Set Timer2 at 7 secs:
 - ✚ display timer1's last position;
 - ✚ message "Out of Time!;
 - ✚ display the correctAns;
 - ✚ display relevant picture;
- return to `firstFunction();`

};

};

};

};

};