**Trivia Game**

*Pseudocode*

1. **HTML/Bootstrap/Css**
2. 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.

1. **Javascript**
2. **Collect images relevant to questions.**
3. **Declare global variables and create an object array for questions**

* let questionOptions = [questionsObjects{with answers}, …] 🡨 (declare correct answer in each object);

1. **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);

1. **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();

};

**};**

**};**

**};**

**};**