**Wheel of Fortune**

**Problem statement**

Be the first to solve the phrase/sentence. The player with the most money at the end of the game wins.

**Problem solution**

What is the minimum functionality your game needs to be playable

**MVP**

* Random words or sentences generated from random category
* Category displayed
* Empty blocks displayed for users to solve
* When it is user’s turn, able to display letter chosen
* Letters chosen for the game will be displayed on the blocks
* Choice given to solve the word
* If user gets the correct word, gets another turn consecutively
* Once user gets wrong word, the next player gets a turn
* Restart game

**Extra**

* Wheel for players to spin
* Keep track of money won
* Ability to buy a vowel

**Bonus**

* Start game
* Include animation
* Multi player version

**User stories**

A user should be able to:

1. Start game
2. Choose a category
3. Know their turn (player 1 or player 2)
4. Do a turn
   1. \*Bonus\* Spin the wheel
   2. Enter the letter of choice
   3. Or solve the word
   4. If chooses a correct letter, gets another turn consecutively
   5. When chooses wrong letter, loses a turn
5. Restart the game at any time
6. Know who won
7. \*Bonus\* How much each player earned
8. Restart the game when it ends

**Wireframe**