Plan for game Jeopardy :

1. **Game Start:** Host begins; first player picks a clue.
2. **Selecting a Clue:** Player or team picks any clue.
3. **Buzzing In:** Buzz with phones or pick someone.
4. **Answering:** Right answers earn points; wrong ones lose them.
5. **Continuing Play:** Keep going until all clues or do Final Jeopardy.
6. **Tie-breakers:** For a tie, ask a sudden-death question.
7. **Winning:** Highest score wins.

START

SET score = 0 for each player/team

DISPLAY "Welcome to Jeopardy!"

DISPLAY categories and clue values

WHILE clues remain DO

PROMPT current player/team to select a clue

RETRIEVE and DISPLAY the selected clue

PROMPT players to buzz in (via phone or manual selection)

IDENTIFY first player to buzz

PROMPT player to answer

IF answer is correct AND phrased as a question THEN

ADD points to player’s score

DISPLAY "Correct!"

ELSE

SUBTRACT points from player’s score

DISPLAY "Incorrect. Correct answer is: [answer]"

DISPLAY updated scores

END WHILE

IF tie between top players THEN

DISPLAY sudden death question

PROMPT for answer

DETERMINE winner based on correct response

END IF

DISPLAY "Game Over! Final Score: [winner]"

END