



- Notes:
- Whenever a player chooses to play multiplayer, they should join the lobby.
 - The lobby keeps track of players who are available.
 - When the lobby reaches some threshold, the option to start the game is available.

```
public Question(String question, String answer) {
    this.question = question;
    this.answer = answer;
    this.possibleAnswers = new ArrayList();
    this.possibleAnswers.add(answer)
    // some algorithm to generate random answers within a given range
}
```

