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DESCRIPTION

This project is a trivia game including multiple categories, with multiple questions ranging in difficulty. The game will also provide a point system and opportunities to personalize the game by your choices.

UML DIAGRAMS

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| Game(main program) |
| Initialize player  And all categories |
| Calls questions and answers from each child of category |

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| Player |
| totalPoints : int |
| +addPoints(int: points) : void //if answer’s right, add points  +subtractPoints(int: points) : void //if answer’s wrong, subtract points  +getPoints(): int //returns the points the player currently has |

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| Category(abstract) |
| category;String |
| getCategory();String  setCategory(String c);  getQ1;Q2;Q3;Q4;Q5;Q6;String(abstract)  getA1;A2;A3;A4;A5;A6; boolean(abstract) |

Sample of a child class to category:

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| Geography extends Category |
| Category = “geography” |
| getQ1;Q2;Q3;Q4;Q5;Q6;String  getA1;A2;A3;A4;A5;A6; boolean |

Work:

Jessica: Game class and writing questions for math and random categories

Daniel: Player class and writing questions for History and Computer Science

Ramhith: Categories class and child classes and coming up with questions for Science, Geography, and Pop Culture

All: Debug the code and helping each other out with occurring problems.