FUNCTIONS

1) Main Menu Interface:

- Accepts nothing

- Returns nothing

- Displays the main menu interface

- Calls following functions when required:

\* Play Game

\* About us

\* Exit

2) Play Game Module:

- Accepts nothing

- Returns nothing

- Calls **function that asks name and age**

- Calls the ask questions module

- Calls the congratulate user module

- Calls the write score module

- Calls the checkpoint module

- Calls the Exit game module

FOR EASIER TASK DIVISION:

A file handling module within the play game module shall entertain all file handling operations.

This involves:

1) Reading/Writing and Updating Name and score from file

2) Reading questions/answers from file

3) Returning these values to play game module as required

The general program flow shall be:

main menu module

play game module

get data module

write data module

Loop in variable i

get question (i)

get options(i)

check answer(i):

condition true:

congratulate user module

update score module

condition false:

exit game module

condition checkpoint?

Checkpoint module

exit game module

Hence, the total simplified compound modules that can be chosen by each individual for coding are:

1) Main menu interface, Congratulating user interface, Getting information from user interface - SHAKAR

2) (Static) File handling operation (For name and age) – SHRADHA

3) Main module programming, Game events of EDR

4) Game events of CDR - SHAKAR

5) Game events of WDR and FWDR

6) Checkpoint Modules for 2 borders

7) Checkpoint Modules for 2 remaining borders

8) (Dynamic) File handling operation (For questions, answers and scores) - SHRADHA

9) Ad-hoc tasks to be decided upon requirement -