There is a player class

* Attributes are name, score and avatar

There is question class

* Attributes are question number, answer 1, answer 2, answer 3 and correct answer

New player form

* In the constructor for the formwe call readFiletoList()
  + If the binary file exists then it already has a list of player objects
    - Populate the list in our program with the list from the binary file
* Enter username, score and pick an avatar and click on write player object to binary file
  + Username and score are written to the player object
  + Add the current player object to the list
  + Write the list to the binary file and read it back in again to the program
* Ok button
  + Store username in object
  + Call questionform passing it the player object as a parameter
* Login button
  + Check each element of the list to see if the username entered matches
    - If it does then load the details
    - If it does not then display a message that the user does not exist

Question form

* In the load event create an empty array to store the question objects in and a dummy array populated with -1s
* In the constructor for the form populate this player identifier with the attributes of the object that was passed in
* When read line button is pressed
  + Go through the question text file and read the questions and answers etc into the appropriate attributes of the object and store each object in the array
  + Generate a random number between 0 and length of the array
    - When a random number has been generated change the corresponding value in the dummy array from -1 to 1, so that we know not to use this number again and therefore the same question won’t appear again
  + Display the attributes of the question object on the form
* When the submit button is pressed
  + Check if the user’s answer corresponds to the correct answer attribute in the object and display appropriate message