SCORE FUNCTION

A **during the game** function that receives as input SCORED POINTS and add them to the team\_score

NUMBER OF TEAMS FUNCTION

A **before starting the game** function that receives as input NUMBER OF TEAMS CHOSEN BY USER and outputs a setup for the game and counts the length of the Number of teams list

CATEGORIES FUNCTION

A **before starting the game** function that receives as input NUMBER OF CATEGORIES, CHOSEN BY USER, and outputs the number of categories from the categories list that we will use

LETTER CHOICE FUNCTION

A **during the game** function that receives as input LETTER CHOSEN BY ONE TEAM and outputs a conditional rule for the round

TIMER FUNCTION

A **before starting the game** function that receives as input PLAYING WITH OR WITHOUT TIMER and outputs a condition for the game.

If with timer, the chrono will be 60 seconds

If without timer, the function is not used

GAME DEVELOPMENT FUNCTION

A **during the game** function that receives as input WORDS STARTING WITH A LETTER and returns as output:

1. If the word is good for a category, continue to the next
2. If the word is not good for a category, asks again for the word

ADDING SCORE FUNCTION

A **during the game, end of the round** function that counts how many points scored each team