

Guess Me

The ultimate guessing game

Game is composed of the following sections:

Section 1 – Invite the user to think of someone

Think of Someone...

I'm Ready!

Section 2 – Ask a Yes-No Question

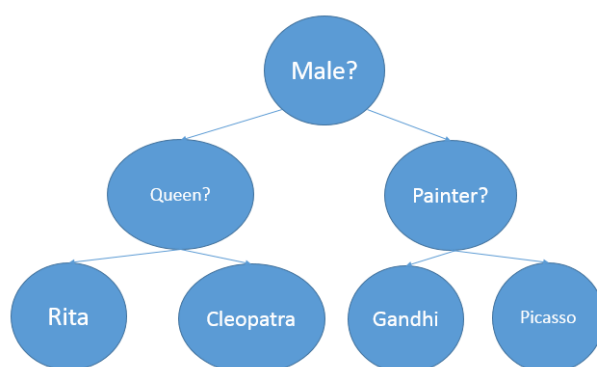
Male?

Yes

No

This is a repeating process:

move through the questions tree until you reach a node with no children.



Section 3 – Learn new

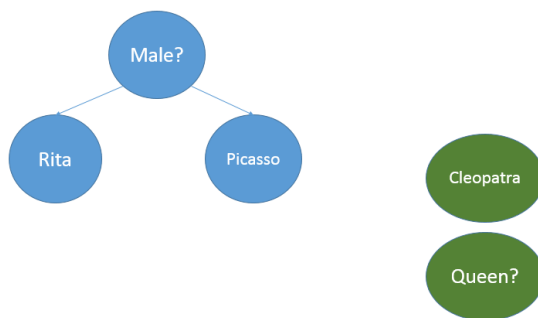
OK, I gave up...

Person name:

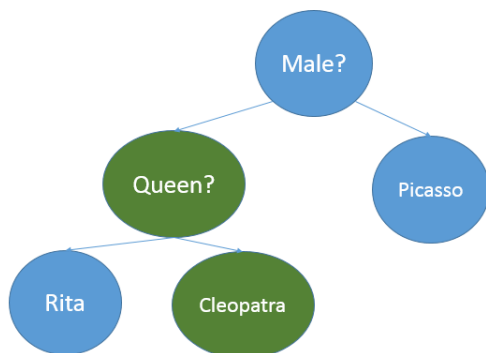
New Question

Here is how a new guess is added:

Step 1 – Read two inputs from user and build the nodes:



Step 2 – Connect the nodes to the questions tree:



Hint: in order to correctly connect the nodes, use will need two variables:
gPrevQuest, gLastRes

Next Steps

1. Save the tree to local storage (use a quest-service)
2. Add some unique design to the project and make it yours