Here you will find a short explanation of the code. I hope it will make it easier for you to understand it.

**1. Game Screens**

* **Player Selection:**
  + initializeGame(): Sets up the players based on the selected number.
  + showScreen(screenToShow): Manages navigation between screens.
* **Subject and Difficulty Selection:**
  + Quiz subject and difficulty are captured via button events and configured using getQuestionsBySubject().

**2. Game Start**

* **Question and Turn Management:**
  + loadQuestion(): Dynamically displays a question with four possible answers.
  + displayPlayerTurn(): Highlights the current player’s turn and applies their assigned color.
* **Timer Integration:**
  + startTimer(): Starts a countdown timer for each player to submit their answer.

**3. Gameplay**

* **Answer Selection:**
  + handleNextTurn(isTimeout): Processes the selected answer or automatically moves to the next turn if time runs out.
  + Selected answers are highlighted in the player’s color.
* **Scoring:**
  + Correct answers earn points, processed within handleNextTurn().
  + Unanswered or incorrect responses result in no points.

**4. Game End**

* **Leaderboard:**
  + displayWinners(): Sorts players by score and displays their rankings with respective colors.
* **Review Screen:**
  + displayReview(): Presents all questions, correct answers, and player choices styled accordingly.

**5. Technical Features**

* **JSON Data Management:**
  + Questions and answers are stored in a JSON object for easy management and dynamic usage.
* **Player Colors:**
  + Player colors are defined in the colors array and consistently applied.
* **Audio Feedback:**
  + Background music and click sound effects are handled with quizMusic.play() and clickSound.play().
* **Responsive Design:**
  + Flexbox and Grid layouts ensure compatibility across desktop devices.
* **Dynamic Updates:**
  + Buttons and elements are created dynamically using answersContainer.appendChild(button).