Project Outline (by stage)

Mode Menu

* GUI functionality
  + Modes added to menu bar
  + Mode categories appear on click
  + Mode opens on click
  + Question categories appear; clickable
* Logic
  + - Mode1
      * Correct mode opens when called
    - Mode2
      * Correct mode opens when called
    - Mode3
      * Correct mode opens when called
  + Question categories linked to mode

Phaser Attack

* GUI
  + Timer
  + Score present
  + Question appears/clickable
  + Question cleared after answered
  + Updated question appears
  + Score update appears
  + Question type widgets (buttons, etc.) appear
  + Time-up/final score/“win screen” appears on game-ending event
* Logic
  + Timer
    - Begins at correct time
    - Timer accurately updating
    - Timer ends at correct time
  + Scoring functioning/scoring correct
  + New question chosen and set to appear
  + Score updates appear
  + Timer linked to game-ending event
  + Tabulated score correct and updated

3 Phaseout

* GUI
  + Phase record appears
  + Score present
  + Question appears/clickable
  + Question cleared after answered
  + Updated question appears
  + Score update appears
  + Question type widgets appear (buttons, etc.)
  + Final score/“win screen” appears with score and number of questions answered
* Logic
  + Scoring functioning/scoring correct
  + Phase record linked to incorrectly answered questions
  + Toast when Phase incurred
  + New question chosen and set to appear
  + 3 recorded Phases linked to game-ending event
  + Tabulated score correct and updated after game-ending event

Sudden Phase!

* GUI
  + Turn player displayed
  + Number of questions answered appears (both players)
  + Question appears
  + Question cleared after answered
  + Updated question appears
  + Number of questions answered update appears (both players)
  + Question type widget functioning\*
  + Final score/“win screen”
  + Winning player displayed
* Logic
  + Scoring functioning/scoring correct
  + Game-ending event linked to incorrectly answered question
  + New question chosen and set to appear
  + New question correctly linked to correct player
  + Questions answered/winner displayed

Questions Bank

* Questions created
* Question format-specific options
* Question format-specific scoring key
* Question bank linked to game mode
* Logic scoring liked to question bank