# Introduction

The problem is to define classes suitable for playing a game of 'Who Wants to be a Zillionaire'. This game is a cross between the successful TV quiz shows 'Who Wants to be a Millionaire' and 'Mastermind'. Players choose a category on which to answer questions. Questions are of a multiple- choice nature with the answer being one of four possibilities. If the player answers the question correctly an amount of 'money' is credited to that player. Questions have a difficulty level according to the amount of 'money' players are awarded for answering that question correctly. The questions are asked in ascending order of difficulty and, therefore, value. Players take turns to answer questions. If a player cannot answer a question, help is available.

## 1.1 Purpose

This To be the first player to win a million dollars or be the richest player in the game after an agreed number of rounds. The number of rounds is decided at the beginning of play(4 rounds each).

## 1.2 Overview

This document focuses on describing the system in terms of product perspective, user characteristics, stakeholder summary, and our competitions. We'll also cover the system design, functionality, interfaces and other specifications. The last sections of the document will describe design artifacts and references.

## 1.3 Product Scope

There is a sense of excitement in the Who Wants to be a Zillionaire that is just lacking in the video game. There are only one game modes -- single player and the lack of variety bogs the game down a bit. The questions can be real brain teasers, though, and Millionaire bears more in common with board games like Trivial Pursuit than it does with other video games like Buzz.

## 1.4 Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| Name | Represents | Role |
| User | User will play multiple choice game | User will open game and select category according to his\her taste and play |

# List of Features:

* Random Question display
* Answer validation
* Track Amount of money
* Help facilities
* Timer
* View Result

## Use Case Diagram

Diagram

Description automatically generated

## Class Diagram

Diagram

Description automatically generated

Timeline

Description automatically generated with low confidence

## Design

Graphical user interface, website

Description automatically generatedGraphical user interface, website

Description automatically generatedGraphical user interface, application

Description automatically generated