# Javascript Challenge Coding Project Pseudocode

## Data Structures

array of question objects:

const qArr = [

  {

    q: ‘question',

    opt1: 'option 1’,

    opt2: ‘option 2’,

    opt3: ‘option 3’,

    opt4: ‘option 4’',

    solution: '3' //will match correct button number

  }, //etc

## Global Variables

const TOTALTIME = 30 //Total time for game

const TIMEPENALTY = 5; // penalty for wrong answer

var timeLeft; // timer countdown

var penalty = false;  // penalty flag for wrong answer

var user = { initials: '', score: 0 }; // for saveing user score

var correctAnswer=''; // Qrr[i].solution will be compared to button.id

var gameOver = false;

## Initialize

Display game with START button

Add event listener to START, onclick:

call startGame ()

## startGame ()

call setInterval to start the gameClock

for each 1 second:

Deduct one from timeLeft

Deduct penalty (if any) from timeLeft

If time has run out, set gameOver and clearInterval

call runGame ()

## runGame ()

Remove START button from DOM