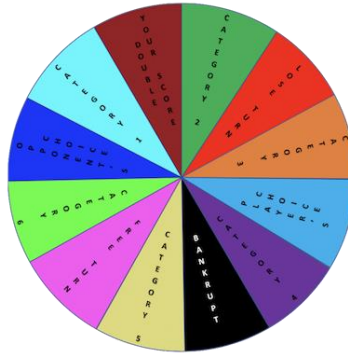


!~Welcome to The Wheel of Jeopardy~!

1. Tutorial Introduction

Welcome to Wheel of Jeopardy! This game was developed by Team DMV for John's Hopkins Foundations of Software Engineering course. Wheel of Jeopardy is fun trivia game based on the famous gameshows Wheel of Fortune and Jeopardy. Players test their knowledge against each other in a new but familiar trivia game.



2. Gameplay

2.1 Overview

Wheel of Jeopardy pulls elements from both Wheel of Fortune and Jeopardy to create a fun trivia experience. Each game contains two rounds of five categories with six questions each. Three players take turns spinning the wheel which has a variety of different results in order to choose a category. When the wheel selects a category, the player is then asked a question and must answer it before a timer expires. Once the question has been answered, the answer is displayed, and the opposing players decide whether the answer was correct or not. Based on this result, the current player either gets the question's point value added to their round score and continues their turn or they have the question's point value subtracted from their round score and the game moves to the next player's turn. This continues until either all questions have been answered or until the spin limit has been reached. At this point, the round is ended. At the end of the game, the players' scores for both rounds are added together and the player with highest total score wins.

2.2 Spinning the Wheel

At the beginning of each players' turn, they must spin the wheel to proceed. There are 12 results possible. Each sector is detailed in the table below:

Sector	Description
Category 1-6	The player must answer the lowest point value question within the selected category. If the category is complete, the player will get to spin again.
Player's Choice	The current player gets to choose which category they would like to answer a question from. The

	player can only select a category that still has questions remaining.
Opponent's Choice	The opposing players gets to choose which category they would like the current player to answer a question from. The players can only select a category that still has questions remaining.
Lose Turn	The player loses their turn and the game moves to the next player.
Free Turn	The player receives a free turn token. These tokens can be used to continue the player's turn in situations when they would normally lose their turn (i.e. got a question wrong, lose turn sector).
Bankrupt	The player's current round score goes to 0 and they lose their turn. The player may NOT use a free turn token in this situation.
Double Your Score	The player's round score is doubled (even if it is negative) and the player gets to spin again.

2.3 Answering the Question

Once the Category is selected, the lowest value question will be displayed in the top right of the screen for the user. The player will have 30 seconds to answer the question, starting from when the question is displayed. When the player states their answer, the "Show Answer" button is pressed. This stops the clock and opens the Answer screen. If the player fails to answer the question in time, they will lose their turn but will not lose any points. The player has the option to use a Free Turn Token to keep their turn if they have one.

2.4 Viewing the Answer

On the Answer screen, the answer will be displayed for the opponents to compare to the player's answer. If the opponents judge that the player got the answer correct, then they should press the "Correct" button which will add the question's point value to the player's round score and return to the gameboard. If they judge that the player got the answer incorrect, then they should press the "Incorrect" button which will subtract the question's point value from the player's round score and end the player's turn. The player has the option to use a Free Turn Token to keep their turn if they have one.

2.5 Using a Token

When a player's turn ends due to an incorrect question, getting the "Lose a Turn" sector, or failing to answer a question in time, the player will be given the option to use a Free Turn Token if they have one. This can be done by pressing the "Use Token" button in the top right of the gameboard. When used, the player will be able to continue their turn but will lose one of their tokens.

2.6 End of a Round

A round ends when all questions have been answered or the spin limit has been reached. Each round has a limit of 50 spins. If either of these conditions occur, the round ends and the game moves to the next round.

2.7 End of the Game

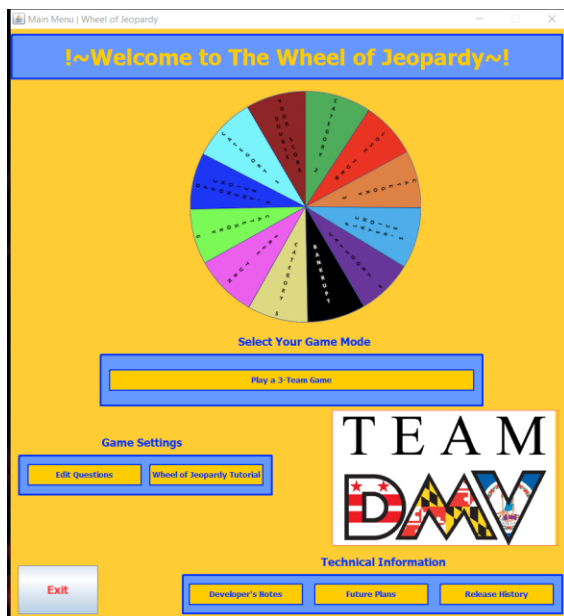
At the end of the second round, the game is over. The scores from both rounds are totaled together for each player. The player with the highest total score wins the game.

3. Interfaces

3.1 Main Menu

When Wheel of Jeopardy is started, the main menu is brought up for the user. This screen contains the following options:

- Start Game
- Question Entry Screen
- Tutorial



3.1.1 Start Game

Pressing the Start Game button begins a new game of Wheel of Jeopardy. A standard game of Wheel of Jeopardy involves three players competing against each other to answer two rounds of questions. If the user has not entered a custom question set using the Question Entry screen, the default questions will be used.

3.1.2 Question Entry

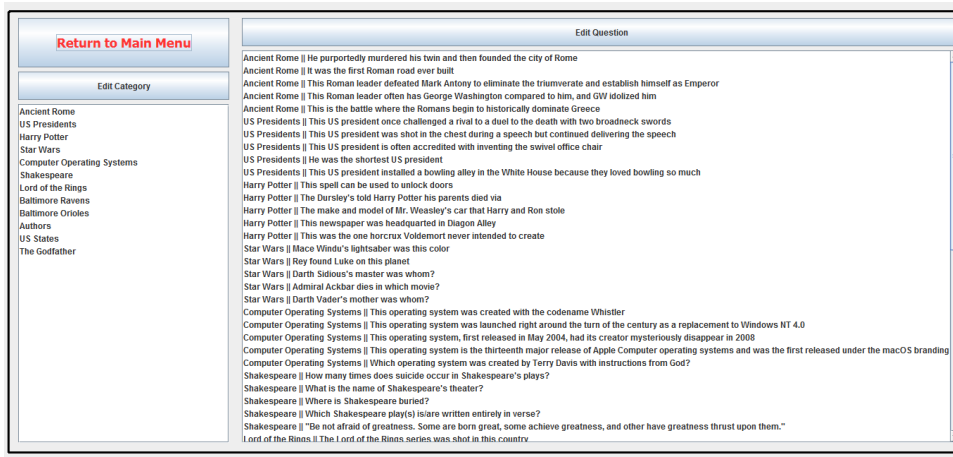
Pressing the Question Entry button takes the player to the Question Entry screen. This interface allows users to create their own custom question sets so that they can tailor the game to their liking.

3.1.3 Tutorial

Pressing the Tutorial button opens up this tutorial document in the user's default PDF reader.

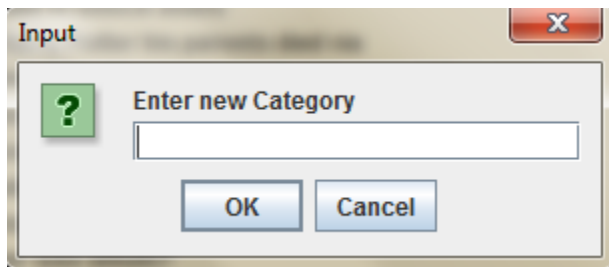
3.2 Question Entry Screen

The Question Entry screen allows for the creation of custom question sets. When started, the game will auto-populate the question set with the default questions and categories. From here, the user goes through each Category and Question to input their custom questions and answers for both rounds.



3.2.1 Making a Custom Category

Select the category to be changed from the list on the left and press the “Change Category” button. A screen will popup asking for the Category name. Enter the name and press OK.



3.2.2 Making a Custom Question

Select the category that the question will be in the list on the left. Then select the question in the Question list and press the “Change Question” button. A screen will popup asking for the Question and Answer. Fill out these two text boxes and press OK.

3.2.3 Changing Rounds

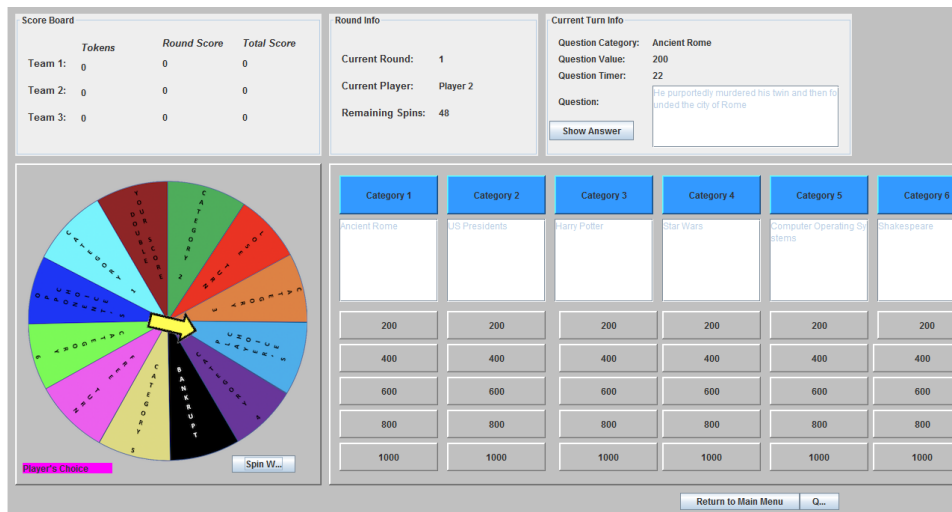
Select the category or question you want and the correct round will automatically be chosen.

3.2.4 Returning to Main Menu

When all custom questions have been filled out, press the “Return to Main Menu” button. All changes will be saved and will appear in the next game started.

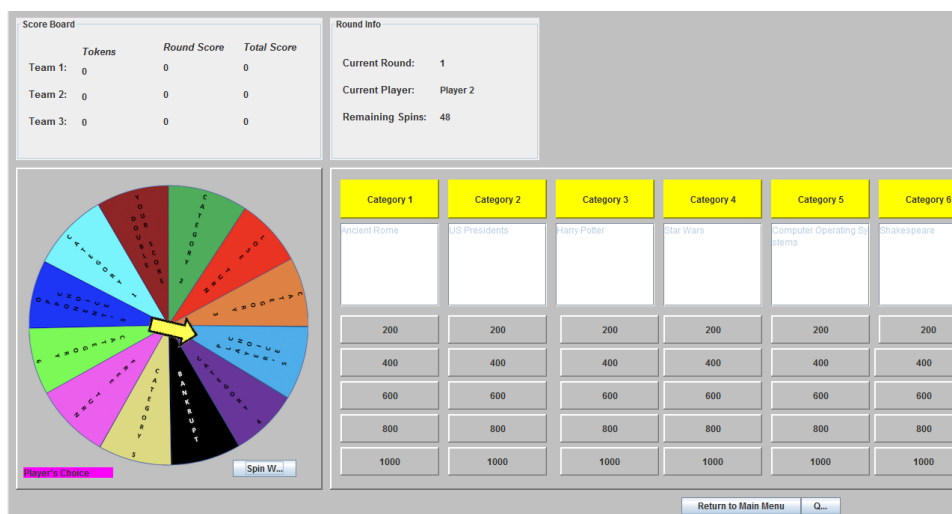
3.3 Gameboard

The gameboard contains the majority of the elements relevant to gameplay. This screen contains the wheel, question board, question and player scores. The majority of gameplay takes place on this screen.



3.3.1 The Wheel

The wheel, located in the bottom left, is used at the beginning of a player's turn. To spin the wheel, press the "Spin Wheel" button. The arrow on the wheel will display which sector was selected. If the Player's Choice or Opponent's Choice sectors are selected, a popup window will appear and will display the different categories that can be chosen.



3.3.2 The Question Board

The question board, located in the bottom right, displays the categories and questions for the current round. As the game goes on, the board updates to show which questions still remain.

3.3.3 The Score Board

The score board, located in the top left, shows the score for each player, as well as show which player's turn it is.

3.3.4 The Question Area

The question area displays the question once it has been selected. When the question appears, the timer begins to count down from 30 seconds. Once the player has answered the question, press the

“Show Answer” button to bring up the Answer Screen. The “Use Token: button is also located in this area and can be used to continue their turn after it was supposed to end.

3.4 Answer Screen

The answer screen displays the answer to the question just answered. Here, the opponents decide if the player’s answer is correct. If the answer is correct, press the “Correct” button. This will add the question’s point value to the player’s round score and return to the gameboard. If the answer is incorrect, press the “Incorrect” button. This will subtract the question’s point value from the player’s round score and return to the gameboard. The player can use a Free Turn token back on the gameboard if they have one.