**Step 1: Define Core Components**

1. **Categories and Questions**:
   * Decide the number of categories (e.g., 3 to 5).
   * Each category will have a set number of questions (e.g., 3 to 5 questions per category).
   * Assign different point values to questions.
2. **Contestants**:
   * Number of players (e.g., 1-3).
   * Maintain a score tracker for each player.
3. **Game Flow**:
   * The game alternates between players.
   * Each turn involves selecting a category and question value.
   * Players must respond with answers formatted as a question ("What is...?").
4. **Timing and Rules**:
   * Optionally set a time limit for answering questions.
   * Define how scores are updated (e.g., add points for correct answers, deduct for incorrect answers).
5. **Question and Answer Validation**:
   * Store questions and their correct answers in a structured format (e.g., dictionary or JSON).
   * Compare players’ responses to correct answers for scoring.

**Step 2: Break Down Logical Steps**

1. **Setup Phase**:
   * Display categories and questions (e.g., in a grid format).
   * Initialize players’ scores to 0.
2. **Gameplay Loop**:
   * Rotate turns between players.
   * Let a player choose a category and point value.
   * Display the selected question.
   * Accept and evaluate the player’s response.
   * Update the score based on correctness.
   * Mark the question as "used" so it cannot be selected again.
3. **End Game**:
   * Determine when the game ends (e.g., all questions answered or a time limit reached).
   * Announce the winner based on the highest score.