Jeopardy

Game setup

**Number of contestants [C1,C2,C3]**

**Number of categories [a,b,c,d,e,f,g]**

**Number of prize ranks [1,2,3,4,5]**

**Function: Rank question by difficulty (except for g)**

**Assign to array grid based on category then difficulty a-f, 1-5**

**Assign prize values top to bottom [200,400,600,800,1000]**

**Establish three buzzers [b1,b2,b3]**

**Establish buzzer timer**

Function: Establish daily double logic

**Establish wager param**

**Establish score board [1,2,3]**

Function: Establish answer logic

Is answer a question

Is answer correct

Function: Establish game round logic

**Establish game overall timer**

Pre Game

**Contestant one enters name**

**Contestant two enter name**

**Contestant three enter name**

**Assign score boards**

**Determine if any contestant is previous champion**

**Establish player priority**

**Establish game board**

Gameplay

Start jeopardy round

Run game round logic

With 3 players, prize amounts, daily double

End jeopardy round when last question answered or time runs out

Start double jeopardy

Run game round logic

With 3 players, prize amounts x 2, daily double x 2

End Double jeopardy round when last question answered or time runs out

Start Final jeopardy

Run final jeopardy logic

With all players with scores > 0

End Game

Announce winner

Winner = player with greatest score.