**1 Verse 100**

**Executive Summary:**

The game is simple, last longer than your opponent. If you answer incorrectly, you are eliminated. It is based off of the TV show 1 vs 100 where one person ('The One') plays trivia against 100 players collectively called ‘The Mob’. During the game the players will answer a myriad of electrical engineering questions. Each player of the Mob has 15 seconds to select their answer. A player in The Mob cannot change his or her answer once it has been selected, because the time they take to answer determines their score for that question. After the Mob has answered the question the One will have a chance to answer. When the One is selecting their answer they will have an unlimited amount of time after the mob's 15 seconds is up. If the One chooses the correct answer then they will be scored upon how many of the Mob players are eliminated by that question. The players of the mob are scored on how quickly they answered the question as stated above. The One and the Mob scoring are completely separate from each other.

The top ten Mob members are listed in a leaderboard. If the One answers a question incorrectly the top member of the mob who is still will take their place and then the game will restart. Beneath the Mob leaderboard is a panel that displays the score of the person playing, as well as their overall rank. Above it shows the remaining number of people left in the Mob as well as the score of the One.

Each of the squares next to the leaderboard represents a member in the Mob, and the single square below it represents the One. The squares will change color based on if the person has answered and if they answered incorrectly or not. If a member of the Mob has answered incorrectly then they will become an observer of the game, and once the game has ended everyone that is an observer will join the game again for the next round. If the square is black it represent a player that wasn’t initialized, if it is blue it is an initialized and active player. For every player that was initialized their square will turn yellow once they have answered the question, red if the member got the previous question wrong and green if they got it right. If the member has gotten it wrong it will turn from red to gray for the rest of the game. The One's square follows the same color scheme.

The game will reset once the one gets an question wrong or the entire Mob has been eliminated, and will be replaced by the highest scoring mob member that hasn't been eliminated (or the highest scoring if all are eliminated), without having to re-connect to the server. Games will continue until the "Stop" button is pressed on the server, at which point it will finish the current game then end the game.

**Features:**

\* Global live top 10 Mob score Leaderboard with place, name, and score

\* Tens of people can play simultaneously, up to 101

\* Continues to start new games until the server chooses to end after the next game

\* Pauses between games

\* Live representation of each member in the Mob and the One

\* As players answer, their square becomes yellow on all clients' GUIs in real time

\* When answers are checked, all players' resulting color (green for correct, red for incorrect) are displayed on all clients' GUIs in real time

\* When next question is given, eliminated players are permanently turned grey, green (remaining) players are turned back to blue

\* Number of people remaining in the mob displayed on scoreboard

\* The One's score is based off the number of mob members eliminated

\* Mob gets 15 seconds to lock in answer

\* Score is based on how long Mob member took to select their answer

\* Questions always have three possible answers

\* The One chooses answer after the 15 second Mob answer period

\* The One has unlimited time to answer

\* If a member of the mob does not answer within the 15 seconds they will automatically get the answer wrong and will be eliminated

\* An answer is selected by clicking on the answer

\* Player is be unable to change their answer once it has been selected

\* Changes the player who is 'the One' after the game ends, the next 'One' will be the highest scoring mob member that hasn't been eliminated (or the highest scoring Mob member if they're all eliminated)

\* After a member of the mob has been eliminated the player becomes an observer until the end of the game

\* When a new game starts all players will automatically be put into the new game

\* Each player will have their personal current score and leaderboard ranking listed underneath the top 10 Mob leaderboard

\* When answering the question the answer selected will turn yellow

\* If the selected answer turns out to be wrong then the yellow will change to red after the one has selected their answer

\* The correct answer will appear in green. If the player selects the correct answer the selected answer will change from yellow to green.

\* Questions are shuffled and previous questions are not re-used until all questions have been used

\* Starts new games without reconnecting all of the clients to the server.

\* Client is asked at start for IP of server via popup, popup defaults to 127.0.0.1