**1 Verse 100**

**User Guide:**

The game is split up into two groups, "The One" and "The Mob". When starting the game, the first person to connect is the first "One". Then the rest of the "Mob" can start their clients whenever they want. When everyone is in the game, the person running the server should press the start button on their server GUI; this starts the game. No users will be able to connect after the server has initiated the first game.

The client's GUI contains a leaderboard that updates after every round with the top ten mob member's scores. Mob member's scores are based off of how quickly they answer each trivia question. Next to that is the map of Mob members. The map starts out with 100 black squares, and as each Mob member joins the game, their square will change to blue. Below the Mob map is the One's square. It behaves identically to the Mob's squares, but it is separate on the GUI. Below that is the countdown timer. Everyone in the mob only gets fifteen seconds to answer a question, and the counter shows how much time is left after the question has been asked. If a mob member doesn't answer in time then they automatically get the question wrong. As each player answers, their square on the map will turn yellow on everyone's screens. When the fifteen seconds runs out, the One gets to answer the same question, except they don't have a time limit. Once the one answers, the maps change to show who got answers correct. Correct answers appear as green and incorrect appear as red on the map. Those that got the question incorrect can no longer participate, but they get to observe each question asked and the current state of the map. Questions are asked repeatedly until either the entire mob is eliminated, or the one is eliminated. In the case of the mob being eliminated, the one receives the maximum score of 1,000,000. The mob member with the highest score becomes the One for the next game, and everyone is reinitialized as a player that can participate, and the game goes on.

The One gets a certain amount of points based on how many mob members have been eliminated, the lower the number of people remaining, the higher the score, up to 1 million.

When a mob member answers a question, they cannot change it. It is locked in.

The leaderboard contains info on the top ten, how many mob members are remaining, the one's current score, and each individual's score (so your personal score will be on your version of the leaderboard).

**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