Quiz Game Project Planning
Requirements

Quiz game	A theme. At least two categories. Score mechanics. Audio.

- Render the game in the browser using the DOM manipulation techniques demonstrated in lecture.
- Include win/loss logic and render win/loss messages in HTML. The game you chose **must** have a win/lose condition.
- Include separate HTML, CSS, JavaScript, and JavaScript data files organized in an appropriate directory structure.
- Include all required features specific to your game.
- The game is deployed online so that the rest of the world can play it.
- What do I need to track for this application?
  - Score
  - User choice of topic
  - User choice of answer
- What is the user going to interact with?
  - Topic choice
  - Multiple choice
  - Start game button
  - Play again button
- What audio can I include?
  - Correct/incorrect answer
  - Overall victory
- How can it be developed?
  - More than 2 topics
  - Retain record of scores
  - Personalise greeting/ congratulations message

Start game button

Set score to 0
Set winCondition to 10
Set loseCondition to 1 (Lose the game after 1 mistake)

Homepage - "Choose your quiz topic: 1. US States 2. World Capitals"

Get userChoice
If userChoice is 1 then
   set topic to "US States"
Else set topic to "World Capitals"

// Topic Selection: Event listeners on the topic buttons will trigger a startQuiz() function, which initialises the quiz with the selected topic's questions. Questions for each will be stored in an array with question, correct answer and 3 other options

While score is less than winCondition
   Generate a random question based on the selected topic
   Display question with 4 possible answers

// Display score on page as game progresses

Get userAnswer
        If userAnswer is correct then
            Increase score by 1
            Play 'correct answer' sound *// I will need to look up how to do this*
            Display "Correct! Your score is now " + score
        Else
            Play 'incorrect answer' sound
            Display "Oh no! Wrong answer!"

Display "Do you want to play again? (yes/no)"
If playAgain is "yes" then
    Reset score to 0
    Restart the game

If score is equal to 10 then
    Display" Congratulations, you won!"
    Play win sound

Display "Do you want to play again? (yes/no)"
If playAgain is "yes" then
    Reset score to 0
    Restart the game