DSUC PBL SYNOPSIS

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TITLE

ROCK PAPER SCISSORS GAME

INTRODUCTION

The main objective of the rock-paper-scissor project is to build a game for a single player that plays with a computer, anywhere, and anytime. In this project, players have to choose any one from rock, paper, and scissors. Then click on the play button will show the result of the game. This project is base on the rules that:

* rock blunts scissors so rock wins
* scissors cut the paper so scissors win
* paper cover rock so paper wins

TECHNOLOGY USED

* With the help of strings and function this project is made.
* In the real game of rock paper scissors, the rock dominates over the scissor, scissor dominates over the paper and paper dominates over the rock.The game can be modelled using a directed graph as below, in which the directed **edge (a, b)** shows that **a** dominates over **b**.

BREIF DESCRIPTION

* ROCK PAPER SCISSOR is a zero-sum game, it has three possible outcomes: a draw, a win or a loss.
* A player who decides to play rock will beat computer who has chosen scissors ("rock crushes scissors" or "breaks scissors" or sometimes "blunts scissors"),but will lose to one who has played paper ("paper covers rock"); a play of paper will lose to a play of scissors ("scissors cuts paper"). If both players choose the same shape, the game is tied and is usually immediately replayed to break the tie.
* Any of these outcomes will get a score that would be calculated in the last when the player wants to exit the game.

PROBLEM STATEMENT

Problem states that playing the game for tossing for something or to relax the mind when stressed by playing something that can be easy to access and efficiently.

PROPOSED SOLUTION

For solving the problem we tried to make the rock paper scissors game using the strings and function concept of data structure. This game will help the user to relax and for the purpose of tossing it would be a fair game to play.

OUTCOME

