WGJ-154

Rock Paper Scissors

*6/19/2020 - 6/25/2020*

It’s a 2D Unity game. The player must go thru the level and reach the end.

Along the way, the player will encounter “enemies”. The player must fight them in a game of Rock Paper or Scissors.

The “enemies” will have a 1/3 chance of picking rock, paper, or scissors, completely random.

If the player loses, they go to the beginning of the level. If they lose 3 times in the same level, they get sent to the first and lose all progress.

Rock beats scissors.

Paper beats rock.

Scissors beats paper.

Rock == 0

Paper == 1

Scissors == 2