* \* Rock crushes Scissors Scissors cuts Paper Paper covers Rock Rock crushes Lizard Lizard poisons Spock Spock smashes Scissors Scissors decapitates Lizard

step 1.) display rules of game

step 2) ask how many players will be playing

step 3.) begin round one

step 4.) display user choices and gather input of their choice

step 5.) Ai or computer player will randomly select their choice

step 6.) compare the gestures to find out who won the round

step 7.) record results = assign a win point to the winner of the round

step 8.) make a while loop from steps 3 to 7 until a player has 2 out of 3 wins.

step 9.) display winner

Classes we need!!!!!

Classes Player = player.py file\*PARENT CLASS\*

self.wins = 0

self.name = "" - will eventually make a method is human and ai to establish this value

self.chosen\_gesture = ""

self.list\_of\_gestures = ["Rock","Paper" ect]

def choose\_gesture(self):

pass

-we will leave this as a pass and plan on using method override to give the computer and human their own logic. however both will be called choose\_gesture and both will save the chosen gesture in self.chosen\_gesture .

Class Computer = computer.py\*child\*

Class Human = human.py\*child\*

Class Game = game.py- this is similar to the battefield

main.py, this is where we will call our game class to be created as well as call the first "run\_game()"

Class Player:

def \_\_init\_\_(self):

self.wins = 0

self.name = "

def choose\_gesture(self):

pass

def rules\_of\_game(self): \* Rock crushes Scissors Scissors cuts Paper Paper covers Rock Rock crushes Lizard Lizard poisons Spock Spock smashes Scissors Scissors decapitates Lizard

def welcome\_user(self)

print("Welcome to game, get ready for the rules and have fun!")

* print(rules\_of\_game)

def user\_input

play\_1 =

play\_2 =

A.I. =

\*AI **from random import Random**

rules\_of\_game.players\_choice.AI\_choice.