Assignment 2 - Moropinzee

The purpose of this assignment is to assess your understanding of conditional and iterative operations, string comparison, and input validation by creating a game that is a little twist on the classic rock-paper-scissors game called monkey-robot-pirate-ninja-zombie (AKA Moropinzee).

Here are the rules for winning:

- Monkey fools Ninja
- Monkey unplugs Robot
- Robot chokes Ninja
- Robot crushes Zombie
- Pirate drowns Robot
- Pirate skewers Monkey
- Ninja karate chops Pirate
- Ninja decapitates Zombie
- Zombie eats Pirate
- Zombie savages Monkey
- Nobody wins

If you've never played rock-paper-scissors before, stop by the office and we can play a game! Or you can just Google it!

Task

Write an application to create the monkey-robot-pirate-ninja-zombie game described above.

Algorithm

Write an algorithm for your application based on the above description. This algorithm **MUST** be written as comments at the top of your application along with your name, course, assignment, and due date. For example, the top of my application may look like:

```
1 /*Jillian Jones
2 CSCI 1301 - Computer Science I
3 Assignment 2
4 Due October 22, 2017
5
6 Algorithm
7 STEP 1:
8
9 */
```

Code

AFTER you finish your algorithm, start working on your application's code.

1. Name your class `<LastName><FirstInitial>Assignment2` (e.g., mine would be `JonesJAssignment2`)
2. Allow the game to repeat until the user responds 'no' to 'Would you like to play again' (see step 5)
3. This is a 2 player game. Ask each player for their choice. That is:
   (a) Ask player 1 for their selection, an `int` from 1 - 5 to represent Monkey, Robot, Pirate, Ninja or Zombie, respectively. Your prompt **must** match the following:

   ```
   Player 1 enter a number 1-5 for Monkey, Robot, Pirate, Ninja, or Zombie:
   ```

(b) Validate that the value entered was in the correct range. If not, ask the user to reenter the choice. Your prompt **must** match the following:

```
Invalid choice, Player 1.  Enter a number 1-5:
```

(c) Repeat these steps for Player 2. The prompts **must** be the same, replacing Player 1 with Player 2.

4. Once a valid choice has been provided by both players, determine a winner based on the criteria given in the description.

   Your output for the winner **must** match the following:

   ```
   Monkey fools Ninja.  Player 1 wins!
   ```

   (i.e., win condition. player xx wins!) where “xx” is the player who won the match and “win condition” is one of the 11 conditions listed above under which the player won.

   If there was no winner (i.e., the last rule for winning), your output must match the following:

   ```
   Nobody wins
   ```

5. Ask if they would like to play again. Your prompt **must** match the following:

   ```
   Would you like to play again?
   ```

   The response given here **must** be a `String`, even if the value is “YES", “no", “Yes", “n" or “Y”.

   If they answer “yes”, or any variation therein, the game repeats and quits otherwise.

6. Test and run your application. You may use the sample game play below. Remember that a submission that does not compile will receive a 0.
7. Take a screenshot of your successful run.

Deliverables

Submit the following files to the appropriate dropbox:

- your Java source file (i.e., the one with the .java extension)
- your screenshot

A sample playthrough of the game is on the next page.

NOTE: PROMPTS AND OUTPUT MUST BE EXACTLY THE SAME AS THE SAMPLE. This includes using `println` for ALL output.

Sample

Here's a sample game play. User input in **bold**

Note: The prompt to enter a valid choice should repeat until the user has entered a valid choice, not just once.

```
Player 1 enter a number 1-5 for Monkey, Robot, Pirate, Ninja, or Zombie:
0 ↵
Invalid choice, Player 1.  Enter a number 1-5:
1 ↵
Player 2 enter a number 1-5 for Monkey, Robot, Pirate, Ninja, or Zombie:
6 ↵
Invalid choice, Player 2.  Enter a number 1-5:
4 ↵
Monkey fools Ninja.  Player 1 wins!
Would you like to play again?
yes ↵
Player 1 enter a number 1-5 for Monkey, Robot, Pirate, Ninja, or Zombie:
3 ↵
Player 2 enter a number 1-5 for Monkey, Robot, Pirate, Ninja, or Zombie:
5 ↵
Zombie eats Pirate.  Player 2 wins!
Would you like to play again?
no ↵
GAME OVER!
```