Design Specification

CRC Cards

**RPSDisplayer**

-Used for future GUI  
-Displays the user to enter the number of rounds to be played in the match  
-Display current game information when prompted.  
-Displays final game information including final winner  
-Display help information when prompted.-Displays win / Loss / Ties message

Dependent classes: GameControl

***Game Control***

-Calls the RPS methods to display information  
-Calls the compare method from the weapon class.  
-Updates the fields of the Information class  
Dependent classes: None

**PlayerThrower**

-Extends *Thrower* class

-Generates weapon based on input

**CPUThrower**

-Extends *Thrower class*  
-Randomly generates the code for the weapon(for now)

-takes in ‘Algorithm Type’ parameter to generate next weapon

**Information**

-Remembers who won each round. Information constantly being updated by *GameControl* class  
-Remembers how many rounds have been played.  
-Remembers weapons thrown  
-Hol­ds Help information

* int roundsPerMatch
* int currentRound
* String helpInfo
* String Winner
  + From score’s determinMatchWinner() method
* String introMessage
* String MatchInfo

**Weapon**  
-Enumerated

* int rock
* int paper
* int scissor

WeaponComparator

* Implements the comparator class
  + Implements Comparator<Weapon>

Score

* Only accessed by Information Class
* Keeps record of wins, losses, ties
  + Increments these values
* Determines match winner