

## RPSLS User Stories

### Out of 65 points

Using the concepts of OOP by creating classes and using objects (instances of those classes) to interact with each other, create a console version of the classic game Rock Paper Scissors Lizard Spock.

### User stories:

**(5 points):** As a developer, I want to make at least 10 commits with descriptive messages.

**(15 points):** As a developer, I want to find a way to properly incorporate inheritance into my game.

**(5 points):** As a developer, I want to account for and handle bad user input, ensuring that any user input is validated and reobtained if necessary.

**(10 points):** As a developer, I want to store all of the gesture options/choices in a list. I want to find a way to utilize the list of gestures within my code (display gesture options, assign player a gesture, etc).

**(10 points):** As a player, I want the correct player to win a given round based on the choices\* made by each player.

**(10 points):** As a player, I want the game of RPSLS to be at minimum a 'best of three' to decide a winner.

**(10 points):** As a player, I want the option of a single player (human vs AI) or a multiplayer (human vs human) game.

\* Rock crushes Scissors

Scissors cuts Paper

Paper covers Rock

Rock crushes Lizard

Lizard poisons Spock

Spock smashes Scissors

Scissors decapitates Lizard

Lizard eats Paper

Paper disproves Spock

Spock vaporizes Rock

<https://www.youtube.com/watch?v=Kov2G0GouBw>