GameView class

using System;

using System.Collections.Generic;

using System.Text;

namespace ConsoleAppProject.App05

{

class GameView

{

private Game game;

public void Play()

{

bool wantToQuit = false;

do

{

StartGame();

GetPlayerChoice();

DisplayChoice(game.Human.Choice);

game.MakeComputerChoice();

DisplayChoice(game.Computer.Choice);

game.ScoreRound();

if(game.Round == game.LastRound)

{

Console.WriteLine();

}

} while (!wantToQuit);

}

private void GetPlayerChoice()

{

throw new NotImplementedException();

}

public void StartGame()

{

SetupConsole();

ConsoleHelper.OutputHeading(" Rock-Paper-Scissors Game");

if(game == null)

{

Console.Write(" What is your name? > ");

String name = Console.ReadLine();

game = new Game("Daniel");

}

game.Start();

}

public void SetupConsole()

{

Console.SetWindowSize(100, 40);

Console.SetBufferSize(100, 40);

Console.BackgroundColor = ConsoleColor.Black;

Console.ForegroundColor = ConsoleColor.Yellow;

Console.Clear();

}

}

}

Game class

using System;

using System.Collections.Generic;

using System.Text;

namespace ConsoleAppProject.App05

{

/// <summary>

/// Summary description for Class1

/// </summary>

public class Game

{

public const int MAXIMUM\_ROUND = 10;

public int Round { get; set; }

public Player Human { get; }

public Player Computer { get; }

public Player CurrentPlayer { get; set; }

public Player Winner { get; set; }

public Game(string name)

{

Human = new Player(name, GamePlayers.Player);

Computer = new Player("Computer", GamePlayers.Computer);

Round = 0;

}

public void Start()

{

Round = 1;

LastRound = 5;

CurrentPlayer = Human;

Human.Score = 0;

Computer.Score = 0;

}

public void MakeComputerChoice()

{

int choice = generator.Next(1, 4);

switch (choice)

{

case 1: Computer.Choice = GameChoices.Paper; break;

case 2: Computer.Choice = GameChoices.Rock; break;

case 3: Computer.Choice = GameChoices.Scissors; break;

}

}

public void ScoreRound()

{

if (Human.Choice == GameChoices.Rock &&

Computer.Choice == GameChoices.Paper)

{

Computer.Score += 2;

Winner = Computer;

}

else if (Human.Choice == GameChoices.Paper &&

Computer.Choice == GameChoices.Scissors)

{

Computer.Score += 2;

Winner = Computer;

}

else if (Human.Choice == GameChoices.Scissors &&

Computer.Choice == GameChoices.Rock)

{

Computer.Score += 2;

Winner = Computer;

}

else if (Human.Choice == GameChoices.Paper &&

Computer.Choice == GameChoices.Rock)

{

Computer.Score += 2;

Winner = Human;

}

else if (Human.Choice == GameChoices.Scissors &&

Computer.Choice == GameChoices.Paper)

{

Computer.Score += 2;

Winner = Human;

}

else if (Human.Choice == GameChoices.Rock &&

Computer.Choice == GameChoices.Scissors)

{

Computer.Score += 2;

Winner = Human;

}

if (Round < LastRound)

{

Round++;

}

else End();

}

public void End()

{

if (Computer.Score > Human.Score)

{

Winner = Computer;

}

else if (Computer.Score < Human.Score)

{

Winner = Human;

}

else Winner = null;

}

}

}

Player class

using System;

using System.Collections.Generic;

using System.Text;

namespace ConsoleAppProject.App05

{

/// <summary>

/// Summary description for Class1

/// </summary>

public class Player

{

public string Name { get; }

public int Score { get; set; }

public GamePlayers PlayerType { get; }

public GameChoices Choice { get; set; }

public Player(string name, GamePlayers playerType)

{

this.Name = name;

this.PlayerType = playerType;

Score = 0;

Choice = GameChoices.None;

}

}

}

GamePlayer class

namespace ConsoleAppProject.App05

{

public enum GamePlayers

{

None, Computer, Player

}

}

GameChoices class

namespace ConsoleAppProject.App05

{

public enum GameChoices

{

None, Rock, Paper, Scissors

}

}