# Rock, Paper, Scissors

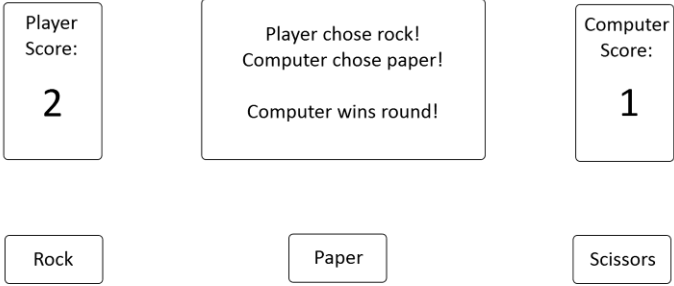| | |
|---|---|
| **Target Release** | 1.0 |
| **Document Status** | Draft |
| **Document Owner** | Colin Komp |
| **Designer** | Colin Komp |
| **Developer** | Colin Komp |
| **QA** | Colin Komp |

## Background

Rock, Paper, Scissors is a classic game of wits and daring. For those who can't get enough, an online web app can sate their cravings.

## Requirements

| # | User Story Title | User Story Description | Priority | Notes |
|---|---|---|---|---|
| 1 | Interface Buttons | A user thinks that typing selections takes too long | Must-Have | |
| 2 | Scoreboard | A user wants to see the current scores | Must-Have | |
| 3 | Event Narration | A user wants to have feedback on what computer chose | Must-Have | |

# User Interaction and Design

| Description | User Interface on Desktop |
|---|---|
| Wireframe Mockup | Player Score: **2**  —  Player chose rock! Computer chose paper! Computer wins round!  —  Computer Score: **1**<br><br>Rock    Paper    Scissors |

# Questions

| Question | Outcome |
|---|---|
| Should there be a mobile version? | Yes – will be added in a later version |
| Automatic Reset once one side reaches 3 wins? | Yes – will be added in later version |
| Pictures or other media? | + Pictures in place of words on buttons in future versions<br>? Pictures displaying choice in narration box could be added |

# Not Doing

Native app: this project is intended to be hosted on GitHub pages alone