University of Windsor

COMP-2800 WINTER 2019 - SOFTWARE DEVELOPMENT

Assignment 2 – Rock-Paper Scissors

Due Date: February 12th 2019

In this Assignment, you will create an interactive working Rock-Paper Scissors game, and the end result will be something that you show to friends and colleagues. The game rules are summarized in Figure 1 and Figure 2.
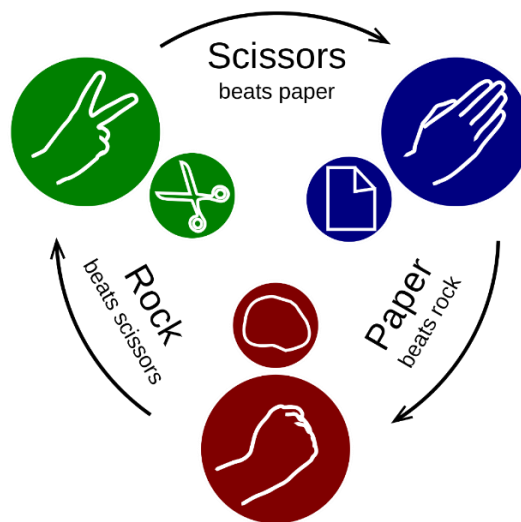

Figure 1

Set Up the Project

Following the standard project setup procedure, create a new project in Unity.

- **Project name:** yourUWindsorID_RockPaperScissor
- **Directory names:** Scenes, Prefabs, Scripts, Materials, etc.

Assignment Implementation

You need to implement an interactive, attractive and running RockPaperScissor game. Design and layout are left to your creativity. The detail implementations are also your responsibility.

Submitting

You need to ZIP the Unity project (folder that has the same name as the project name) and submit it electronically using Black-Board.

Since this is an individual Assignment project and this work totally represents your style of work, any two similar projects **WILL GET A MARK OF ZERO**.
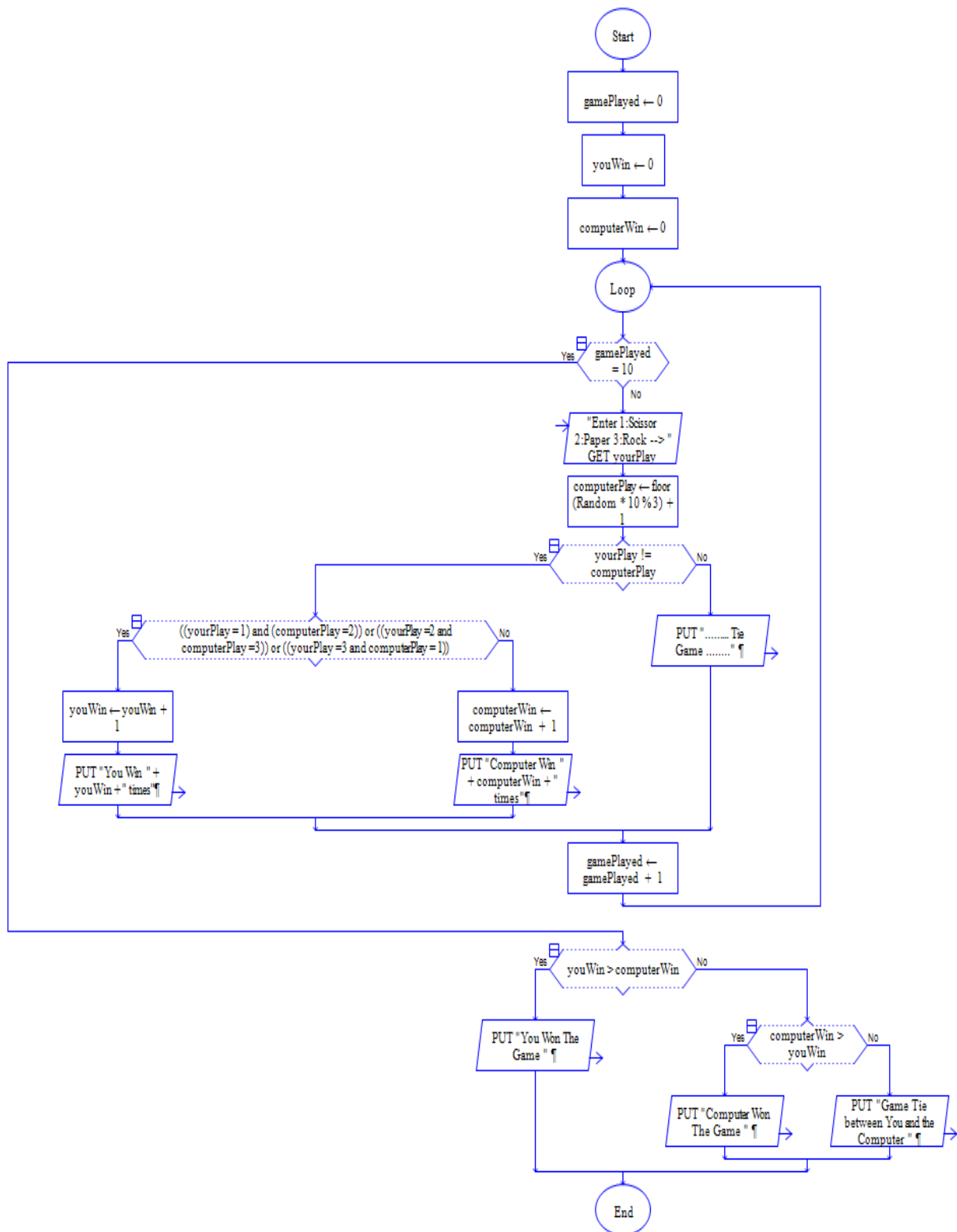
Start

gamePlayed ← 0

youWin ← 0

computerWin ← 0

Loop

gamePlayed = 10   Yes

No

"Enter 1:Scissor 2:Paper 3:Rock --> " GET yourPlay

computerPlay ← floor (Random * 10 %3) + 1

yourPlay != computerPlay   Yes   No

PUT ".........Tie Game .... " ¶

((yourPlay =1) and (computerPlay =2)) or ((yourPlay =2 and computerPlay =3)) or ((yourPlay =3 and computerPlay = 1))   Yes   No

youWin ← youWin + 1

PUT "You Win " + youWin +" times"¶

computerWin ← computerWin + 1

PUT "Computer Win " + computerWin +" times"¶

gamePlayed ← gamePlayed + 1

youWin > computerWin   Yes   No

PUT "You Won The Game " ¶

computerWin > youWin   Yes   No

PUT "Computer Won The Game " ¶

PUT "Game Tie between You and the Computer " ¶

End

Figure 2

Assignment2 Assessment Rubric

Criteria	Points
Set up the project; e.g., project name, scene name, c# script names, materials for the project, adding needed folders in an organized manner, camera setup, setting GameObject layers, etc.	10 point
Did you implement the mentioned Assignment requirements (Coding the RockPaperScissor game)? e.g., basic mouse selection, use of prefabs and colours, displaying the number of games played, managing and displaying the score, etc.	35 points
How creativity and attractively is you game?	35 points
How efficiently do you handle the creation and execution of the methods and statements in the action script? Define constants and variables? Provide detail documentations and comments in your scripts?	10 points
Are all of the needed and required elements submitted, present and working correctly?	10 points
Total	100 points