AMD-09: Rock-Paper-Scissors-Lizard-Spock

Applications for mobile devices & Course 2019-2020

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Inspiration

This example was inspired in **TicTacToe**.

Rock-Paper-Scissors-Lizard-Spock

Sheldon rules

Rules

- 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
- (and as it always has) Rock crushes Scissors

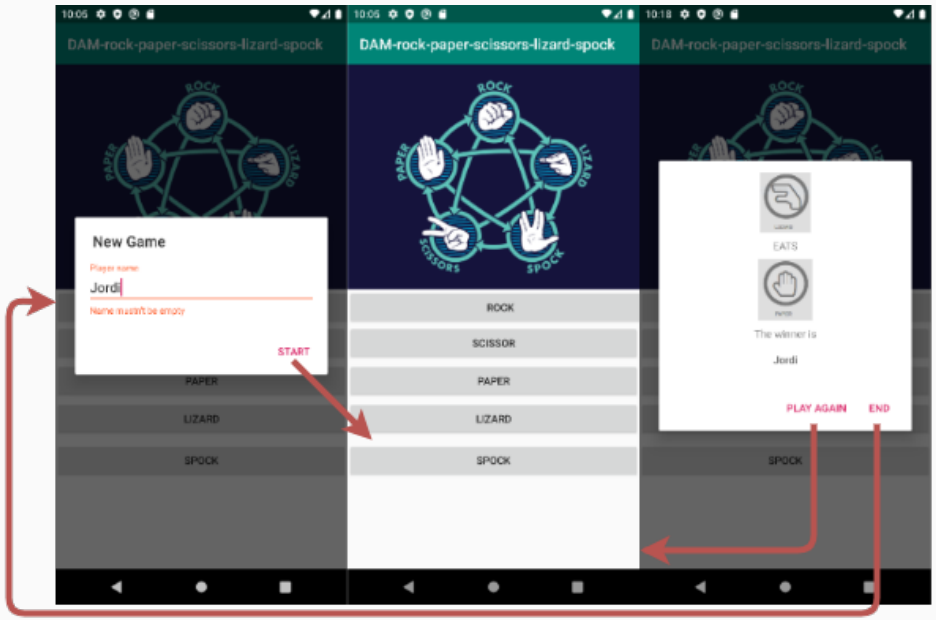
Compute the winner

$$(player1 - player2 + 5)\%5$$

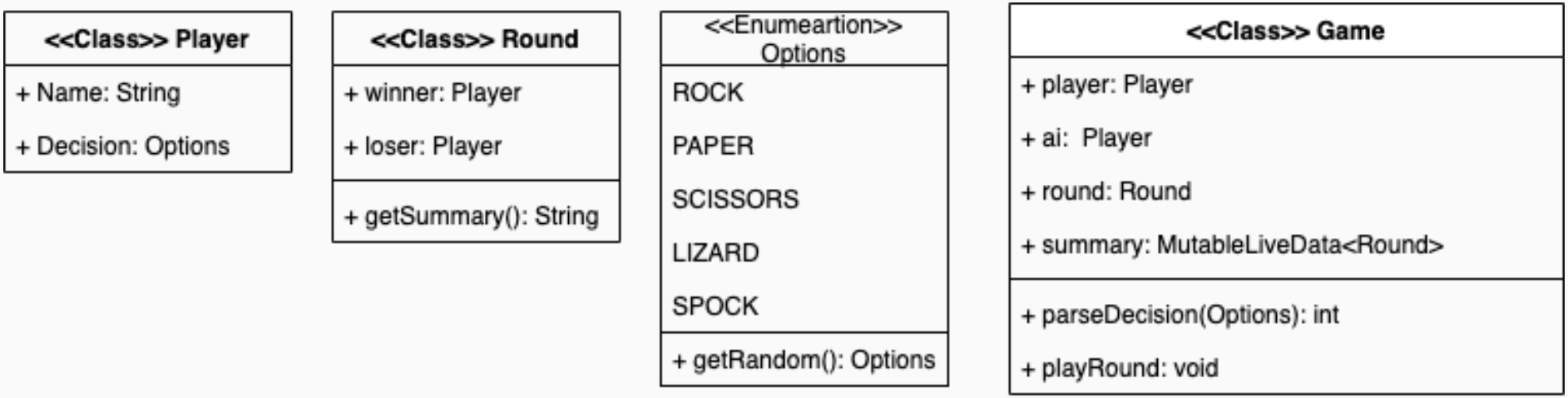
		COMPUTER				
		ROCK=1	SPOCK=2	PAPER=3	LIZARD=4	SCISSORS=5
HUMAN	ROCK=1	0	1	2	3	4
	SPOCK=2	4	0	1	2	3
	PAPER=3	3	4	0	1	2
	LIZARD=4	2	3	4	0	1
	SCISSORS=5	1	2	3	4	0

Design

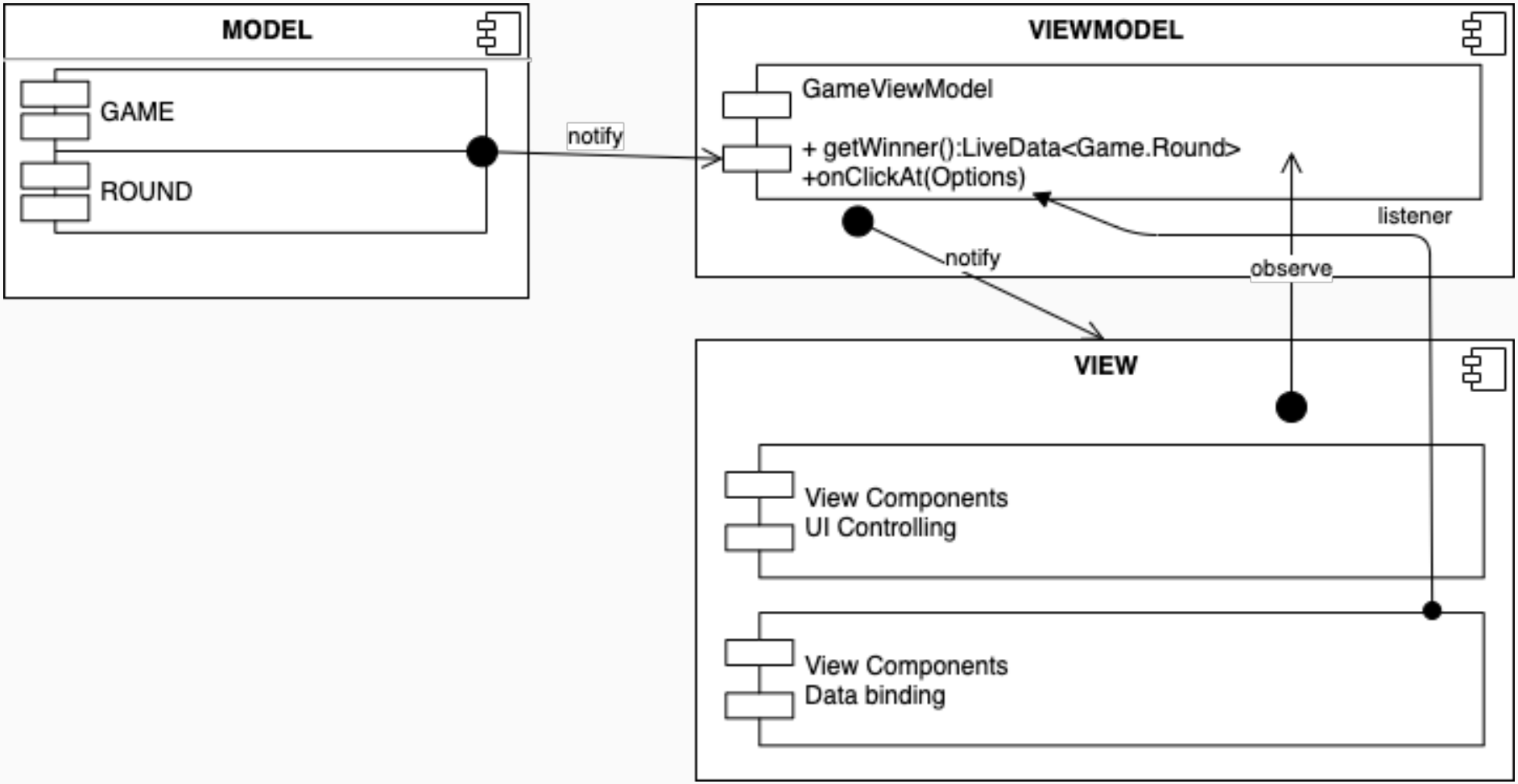
- Design all the user interaction in 1 Activity and 2 Dialogs.
- Enter the user name and validate that it is not empty. (*BeginGameDialog*)
- Select the movement (player).
- IA is going to make a random choice.
- Show round results (*EndGameDialog*).



UML Design: Models



UML Design: MVVM



New Stuff

- **Dialogs**: Developers.
- **DataBindings**: Developers

That is all

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gdc — Distributed computation group