

## Simple Rock paper scissors game in c++

### Ideas

- Option for two player functionality or to play against the computer
- If the two players are playing, then names are asked and a json file with stats are updated.
- The computer will ask you for your input and then give a random choice from rock or paper or scissors
- Computer records your name and stores the highest <sup>wins</sup> score you got against the computer
- One game has ten matches
- computer info about player records the date of the most recent game, number of times a certain each of rock, paper or scissors is played, number of wins, draws and losses against the computer and other players
- Python File could use json file and use matplotlib to display stats of the player on bar chart and the option for wins, losses and draws

This will be the original idea for my rps game. The main idea is to take the data and use machine learning to inform the computer what would be the best move to make from the statistics. For now the choice made by the computer.

### Authentication Feature for RPS game

This is going to be in c++ and is going to be in a seperate file called 'authentication.cpp'.



②

The whole project is in a folder called 'rps<sup>eps</sup>-cpp'. The main game will be in a folder called ~~main.cpp~~ 'main\_game'. The other python code that would be used for data analysis would be in a folder called 'data-analysis'. The statistics would be located in a folder called 'stats'. For now, there will be 'authentication.cpp' in 'main\_game' and 'stats.json' in 'stats'. There will also be a folder called 'planning' to store the screenshots of the planning.

Folder hierarchy

