

# RPSLS (Rock, Paper, Scissors, Lizard, Spock)

## Learning Objective

Using the concepts of OOP by creating classes and using objects (instances of those classes) to interact with each other, create a console version of the classic game Rock Paper Scissors Lizard Spock.

## Technologies

Python, Visual Studio Code w/ Debugger, Git/GitHub

## Before You Begin

Be sure to refer to the framework document for setup steps before starting to code!

## User Stories

**Total Unweighted Project Points: /65**

**Total Weighted Project Points: /20**

(5 points): As a developer, I want to make at least 10 commits with descriptive messages.

(15 points): As a developer, I want to find a way to properly incorporate inheritance into my game.

(5 points): As a developer, I want to account for and handle bad user input, ensuring that any user input is validated and reobtained if necessary.

(10 points): As a developer, I want to store all of the gesture options/choices in a list. I want to find a way to utilize the list of gestures within my code (display gesture options, assign player a gesture, etc).

**NOTE: Do not use a Gesture class until you have reached MVP for all user stories and been checked off by an instructor!**

(10 points): As a player, I want the correct player to win a given round based on the choices made by each player. *See Framework document for game rules!*

(10 points): As a player, I want the game of RPSLS to be at minimum a “best of three” to decide a winner.

(10 points): As a player, I want the option of a single player (human vs AI) or a multiplayer (human vs human) game.