Drake Seifert

CS 162

<div align="center">Assignment #3</div>

How did your design change?

      I decided to take two different paths for my program which were dependent on whether or not the user wanted to use strengths or not. This was important because whether or not the user wants strengths decides what is getting compared to declare a winner. If there are no strengths, only the characters r, p, and s were compared and the winner was chosen accordingly. However if strengths were compared, the user could still win if they picked a losing tool if the strength was high enough and the computer's strength was low enough. I also decided to make the classes "tool" and "game" friends so tool could see the comparisons and tally up the wins, losses, and ties.

Testing Values:

Input Values	Expected Output	Did Actual Meet Expected?
y	Brings user to game with strengths	Yes
n	Brings user to game without strengths	Yes
r	User played rock	Yes
p	User played paper	Yes
s	User played scissors	Yes
e	Exits	Yes
5	Sets strength to 5	Yes