

Part 3.1

```
p
You chose paper.

The computer chose paper.

You tied.

Please choose rock (r), paper (p), or scissors (s) or to quit (q).
r
You chose rock.

The computer chose rock.

You tied.

Please choose rock (r), paper (p), or scissors (s) or to quit (q).
r
You chose rock.

The computer chose paper.

You lost.

Please choose rock (r), paper (p), or scissors (s) or to quit (q).
r
You chose rock.

The computer chose scissors.

You win!

Please choose rock (r), paper (p), or scissors (s) or to quit (q).
█
```

Figure 1: Text based version of rock paper scissors

Part 3.2

```
Connection returned result: 0
r
You chose rock.

The opponent chose rock.

You tied.

Please choose rock (r), paper (p), or scissors (s) or q to quit.
p
You chose paper.

Waiting for player input.
The opponent chose rock.

You win!

Please choose rock (r), paper (p), or scissors (s) or q to quit.
r
You chose rock.

Waiting for player input.
The opponent chose scissors.

You win!
```

Figure 2: Player 1 gameplay

```
Please choose rock (r), paper (p), or scissors (s) or q to quit.
Connection returned result: 0
r
You chose rock.

Waiting for player input.
The opponent chose rock.

You tied.

Please choose rock (r), paper (p), or scissors (s) or q to quit.
r
You chose rock.

The opponent chose paper.

You lost.

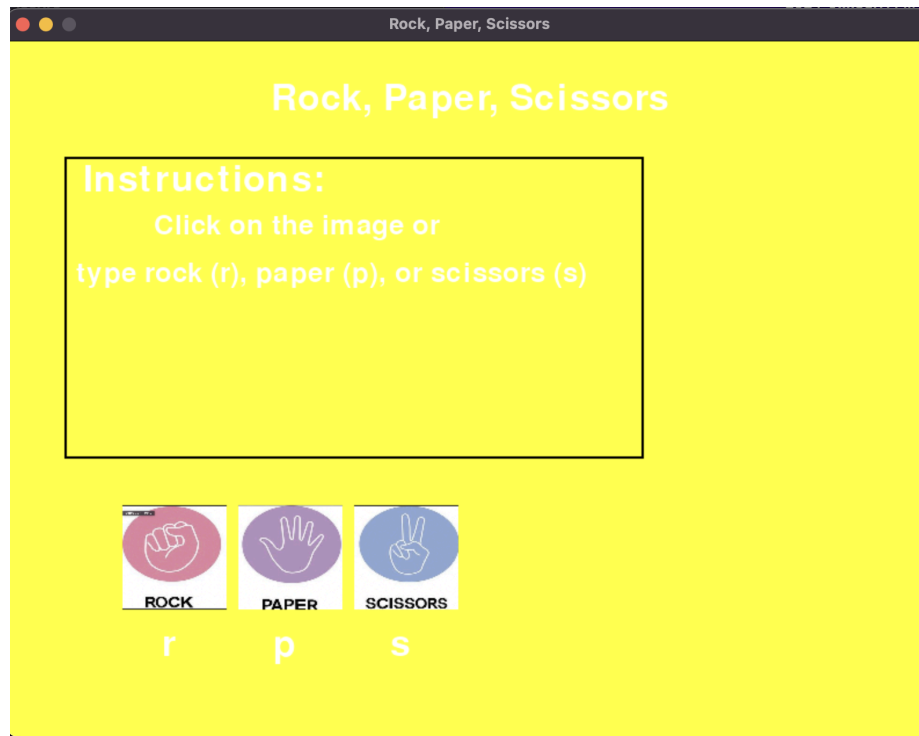
Please choose rock (r), paper (p), or scissors (s) or q to quit.
s
You chose scissors.

The opponent chose rock.

You lost.
```

Figure 3: Player 2 gameplay

Part 4:



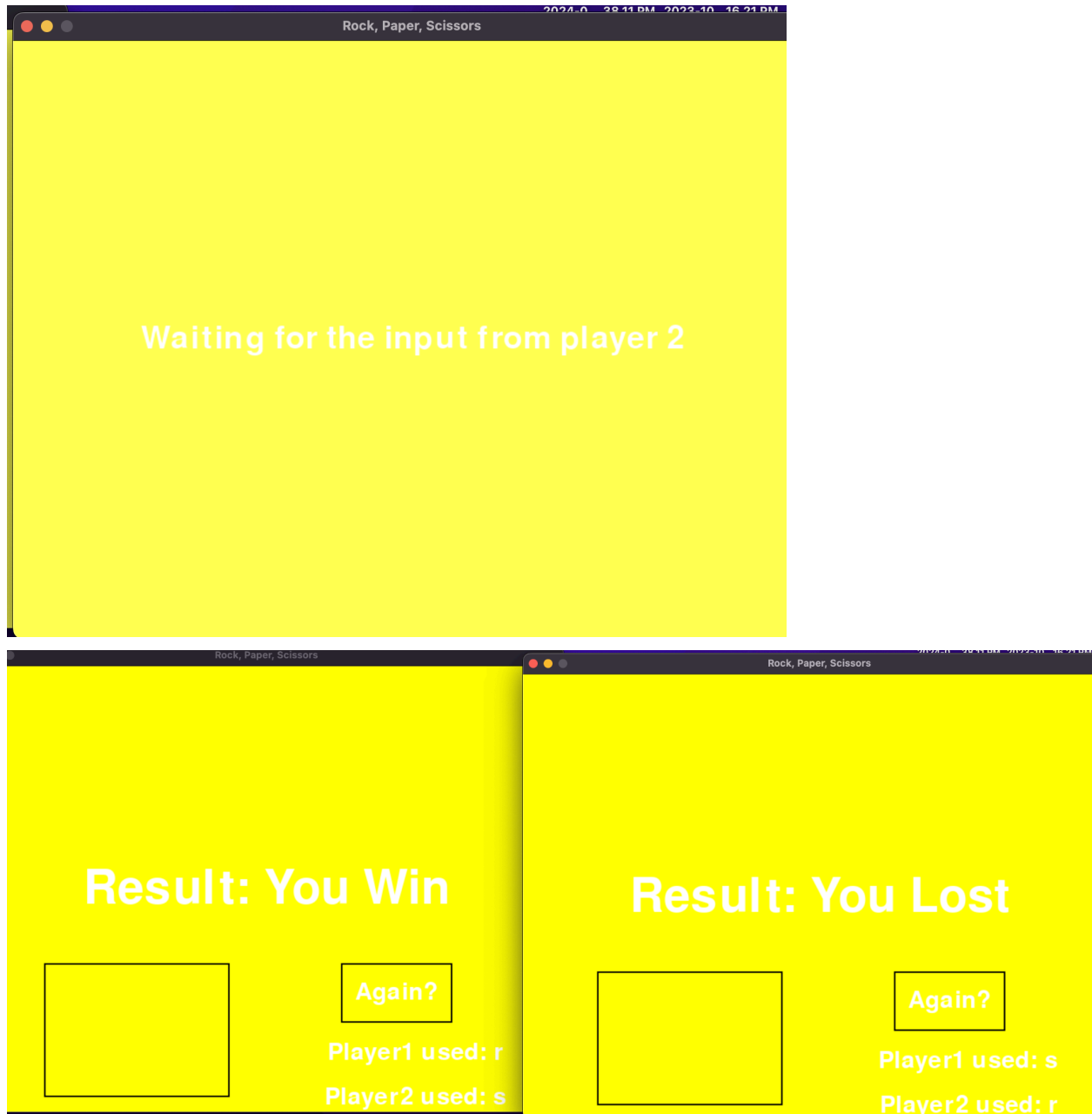


Figure 4: PyGame Gameplay (Color courtesy of girlfriend)

Discussion on how I want to do graphics for the project:

For this project, our group is thinking of using pygame to make a top down view of some concrete floor that our players can move on and fight monsters. The graphics will allow us to show the players moving around and fighting in addition to more effects and such.