

Classes:

Game

Player

Human(Player)

AI(Player)

Round? - After MVP

Gesture? - After MVP

class Player

variables:

-name

-list of gestures

-score

-chosen\_gesture

methods:

-choosing\_gesture

-set\_name

Human(Player)

- choosing gesture w/ input

AI(Player)

- choosing gesture w/ random

class Game

variables:

player\_one - Human()

player\_two – Human() or AI()

-methods

choose\_player\_two():

- prompt the user to choose single player or multiplayer

- set self.player\_two to a Human() or AI() depending on input

run\_game():

Intro

Welcome/Rules

Select Single or Multiplayer

Make sure both player objects exist and input name is necessary

Game Rounds – Loop? What determines when the loop will stop?

Player one chooses gesture

Player two chooses gesture

Compare gestures, assign point to winner, display winner of round

Endgame

Display overall winner of game