

Name: Thomas Herm

Project: Rock Paper Scissors

Goals: Play a certain amount of RPS rounds based on user input. Player should input a case-insensitive (e.g. "rock" == "RoCk") value of rock, paper, or scissors, and the program should handle improper inputs. Computer should randomly generate a value of rock, paper, or scissors. Rock should beat scissors, scissors should beat paper, and paper should beat rock. If the player and computer pick the same value, the round should restart. Game should track points, and declare a winner at the end, with the option to go again. If it's a draw, the player should have the option for a tie breaker. Game should exit when player does not want to restart game.

Timeline:

Understand necessities – 1 week

Design – 1 week

Pseudo – 1 week

Implement – 4 weeks

Test code – 1 week

Finish – 1 week