Functional Design Document

A close up of a white wall

Description generated with high confidence

There are 3 signs that the user can choose from. Once it’s used the AI responds with a random sign. Then it will compare the 2 signs from both the user and the AI and decides which character wins. The winning character gets a point. Once the counter hits 3 points from either the user or the AI, the winner and loser will be announced and the game ends.

The list below shows **what** the game does when a user interacts with it:

User 🡪 Chosen sign 🡪 If the game doesn’t recognize the hand sign, it will ask for a new input🡪AI responds with random sign 🡪 Output will be compared 🡪 Win/Draw/Lose 🡪 Points system will be checked 🡪 Overall wins and losses are counted 🡪 Game ends