RPS = rock paper scissors

# Must

## Text based RPS

This will be a little script that you can play RPS against so we have a base to work off which we will expend with different functions.

## Getting a win or a loss

This will be a difficult part of the text based RPS but we need to make it so you can actually play the game

## Overall winner

After you’ve won/lost some games there needs to be an overall win or loss so people don’t keep playing the game

## “AI” that randomly pick a sign

Of course we need to make some sort of AI to play against else you’ll have no opponent

## OpenCV visuals

We want to make some scoring visuals with OpenCV so we can later do things like use the camera for colour recognition

# Should

## Colour recognition RPS

To not make it too hard on ourselves with the recognition we want to start by using colour filters to recognize an images instead of the shapes.

## Difficulty

To make an actual AI worth of the name AI we want to make different difficulty levels of AI so you can pick how often you will win

## Sound

Sound shouldn’t be difficult but it’s just something extra for the user experience

# Could

## Live feed RPS (pictures)

To actually use the shape recognition off OpenCV we will try to use pictures of RPS things first because they will be consistent instead off different colours and shapes like hands

## Amount of rounds select

This again isn’t something to difficult but it will be just another feature for user experience

## Live feed RPS (Hand)

This will be the very last and most difficult thing we will try. It’s to actually read hand gestures for input

# Won’t

## Use pictures as buttons

We won’t use pictures as buttons to fake people that we are actually making it look at the image while its actually a pre determent thing