

# Rock Paper Scissors Rhythm

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## MANUAL

“Rock Paper Scissors Rhythm” (RPSR) is a reaction-based game that takes the classic game of Rock Paper Scissors into a different perspective. Instead of relying on chance, the player has to quickly decide which hand to play as the computer plays a hand just before the player. However the faster the game is, the more chance-based it is.

### Controls:

a -- “Rock”

s -- “Paper”

d -- “Scissors”

## HOW TO PLAY

When you open “Rock Paper Scissors Rhythm”, the player is given a few options: Start, Quit, and BPM. The Start button starts the game, the Quit button quits the game, and the BPM is in an entry box which the player can change the number of. There is also a point counter with subcategories of wins, losses, and draws. The player has three keys on the keyboard to choose from when they begin to play: “a” for Rock, “s” for Paper, and “d” for Scissors.

When the player presses the Start button, the counter with a large number at the bottom of the screen will rotate from 1 to 4, switching numbers every beat per minute as set by the BPM entry box. When the counter displays “3” which will be in red, the computer displays a hand--either rock, paper, or scissors--and the player must press either “a”, “s”, or “d” in order to make a play. Just like classic Rock Paper Scissors, rock beats paper beats scissors beats rock. The counters will update every round after a round has finished. If the player plays a hand too early, too late, or does play a hand, it is counted as a Draw.

The BPM is automatically set to 120. This decides the speed of the counter. To make the counter slower, type a number less than 120. Vice versa to make the counter faster. The limits for the BPM is 40 to 200.

## REQUIREMENTS

- A picture of a hand doing the “rock” gesture named “rock.png”
- A picture of a hand doing the “paper” gesture named “paper.png”
- A picture of a hand doing the “scissors” gesture named “scissors.png”
- A smaller version of the “rock” picture named “rest.png”
- A picture of a checkmark named “checkmark.png”
- A picture of an “x” named “x.png”