

SRM UNIVERSITY, ANDHRA PRADESH

Introduction to Programming Using C
Project Synopsis on

“Stone, Paper, Scissors Game”

submitted in partial fulfillment for the award of the degree in

BACHELOR OF TECHNOLOGY

IN

COMPUTER SCIENCE AND ENGINEERING

Submitted by

Jenil Padshala | AP21110010064

Ponvitha Nerusu | AP21110010065

Naga Hareesh Beecha | AP21110010839

Udaya Sruthi Saleti | AP21110011171

Under the guidance of

Mrs.Vidya V

Abstract

The project is a game to be played between the computer and the user, developed using C language. The 'Stone, Paper, Scissors Game' Project that we will develop will have following key features:

- Run the program for the **number of rounds the user wants to play** using **a for loop**.
- **Generate a random response for the computer** using **rand() function** in C language.
- **Declare the winner of each round** using **'if statements'**.
- **Count the total wins** for both the player and computer.
- After all the rounds are completed, **display the overall winner**.

Chapter 1

Introduction

Rock, Paper, Scissors is a childhood game that we intend to program and create for computers. Our project should work as follows:

1. When the program begins, the user is asked for the number of rounds that he wants to play. The source code is looped for that many times.
2. Next, a random number in the range of 0 through 2 is generated using the `rand()` function. If the number is 0, then the computer has chosen rock. If the number is 1, then the computer has chosen paper. If the number is 3, then the computer has chosen scissors.
3. Then, the user enters his or her choice, i.e., 0 for rock, 1 for paper and 2 for scissors.
4. The computer's choice is displayed.
5. A winner for the round is selected according to the following rules:
 - If one player chooses rock and the other player chooses scissors, the rock wins. (The rock smashes the scissors.)
 - If one player chooses scissors and the other player chooses paper, the scissors wins. (Scissors cuts paper.)

- If one player chooses paper and the other player chooses rock, then paper wins. (Paper wraps rock.)
- If both players make the same choice, it's a draw.

6. After all the rounds are over, the player with the most wins is declared the winner of the entire game.

Chapter 2

Objective

The objective of our project is to develop a fun game to play on computer. Using our knowledge of C language, we are trying to create the rock, paper, scissors hand game that we played in our childhood.

Chapter 3

System Requirement Specification

SOFTWARE REQUIREMENTS:

Language used: C

Operating System: Windows 7

HARDWARE REQUIREMENTS:

Hard Disk: 512 GB

Processor: Intel Core i3 (minimum)