RPSLS User Stories

**Out of 65 points**

Using the concepts of OOP by creating classes and using objects (instances of those classes) to interact with each other, create a console version of the classic game Rock Paper Scissors Lizard Spock.

**User stories:**

**(5 points):**As a developer, I want to make good, consistent commits.

**(15 points)**: As a developer, I want to find a way to properly incorporate inheritance into my game.

**(5 points)**: As a developer, I want to account for and handle bad user input, ensuring that any user input is validated and reobtained if necessary.

**(10 points):**As a developer, I want to store all of the gesture options/choices in an array. I want to find a way to utilize the array of gestures within my code (display gesture options, assign player a gesture, etc).

**(10 points)**: As a player, I want the collect player to win a given round based on the choices\* made by each player.

**(10 points)**: As a player, I want the game of RPSLS to be at minimum a ‘best of three’ to decide a winner.

**(10 points)**: As a player, I want the option of a single player (human vs AI) or a multiplayer (human vs human) game.

\* Rock crushes Scissors    
Scissors cuts Paper   
Paper covers Rock   
Rock crushes Lizard   
Lizard poisons Spock   
Spock smashes Scissors   
Scissors decapitates Lizard   
Lizard eats Paper   
Paper disproves Spock   
Spock vaporizes Rock

https://www.youtube.com/watch?v=cSLeBKT7-sM