Assignment Requirements:

1. Change the background image for the stage. **(100 points)**
    - Tip: Clicking on Stage in the Sprites window will show you some new tabs in the Scripts/Costumes window that might be useful for changing the Background image.
2. Create a sprite for the player (so the Player sprite can play against the Computer sprite). **(100 points)**
    - Tip: There are three star buttons above the Sprite window. You can create a new sprite with any of these. This will create the first costume of your sprite, and then you can add more costumes later.
3. Add three costumes for the player: a rock, a piece of paper, and scissors (or use three images of your choice - just be consistent!). **(50 points)**
    - Tip: Click on the sprite you just created for the player and then look in the Scripts/Costumes window (specifically, the Costumes tab).
4. Add three additional costumes for the computer (leaving the question mark as the fourth costume). **(50 points)**
    - Tip: Use the same order for costumes that you did for your player. Make the question mark costume be costume #4 (you can drag the costumes to re-order them).
5. Add script to the Player sprite, so it will change costumes when it is clicked. **(100 points)**
    - Tip: All scripts must start with a large, yellow, wavy block (for example, "When ___ clicked"). All following scripts plug into that block.
6. Add script to the Computer sprite, so when the Go button is pressed, the Computer sprite changes costumes to a question mark and then changes to a random costume (either the rock, paper, or scissors costume). **(200 points)**
    - Tip: If you followed tip #4, your costume order for both the Player and Computer sprites should be similar to: 1) Rock, 2) Paper, and 3) Scissors. Assuming that is true, you will want the computer to switch costumes to a random number where the random number represents the costume number. In order to kick off this sequence of events, you will want the Go button to *broadcast* that it wants the computer to change costumes, and then *wait* for the computer to finish changing costumes. Also note that blocks with rounded edges can fit into blocks with square menus.
7. Add script to the Go button sprite that determines who the winner of the round was. **(200 points)**
    - Tip: If you followed tip #4, then your logic could be: *If* the costume number of the computer equals the costume number of the player, then it is a draw. *Else* if the costume of the Player beats the costume of the Computer (or vice versa), then store the winner in the "winner" variable for use in steps #8 and #9.
    - An example script has already been done for you. You can duplicate chunks of code by right-clicking the top block and selecting "duplicate".
8. Add script to the Go button sprite that displays who won the round (Computer, Player, or Draw). **(100 points)**
    - Tip: If the winner was the Player, then the Go button sprite would want to display that they won (using the "think" block) - and similarly if the computer won, or if it was a draw.
    - An example script for #8 and #9 has already been done for you.
9. Add script to the Go button sprite that increments the score for the winner. **(100 points)**
    - Tip: If the winner was the Player, then the player score should increment by a positive number (and similarly if the computer won).

- Add motion to the sprites (i.e. make the sprites spin when picking a new costume, walk off and walk back onto the screen, bounce when clicked, etc.). **(100 points)**
- Make the computer cycle through costumes before it selects a random one (i.e. make the computer look like it shuffles through costumes before stopping on the randomized one). **(100 points)**
- Add visual effects (from the Looks category) to the sprites. **(50 points)**
- Add sounds to the game. **(50 points)**