Rock-Paper-Scissors – tests and types (optional)

In this activity we'll look at defining strategies for the Rock-Paper-Scissors game, and how to define a function to play one strategy off against another.

Types

Add types to your version of the `rps.erl` and and `hof.erl` files, and check them with typer.

Tests

Define tests for your implementation of Rock-Paper-Scissors. You could use ad hoc tests, EUnit or QuickCheck – or indeed a combination of the three – to do this.