**Object Description – Start Form:**

1. **CONTROL: InstructionsLabel**

**PROPERTIES:**

Type: Label

Purpose: To inform the user of what to do

Text: Please entre your name BEFORE pressing START. It can be whatever you want BE CREATIVE.

Font: Microsoft Sans Serif – Bold – 11

Justification: Centre

Visible: Yes

Font Colour: Black

**Methods:**

None

1. **CONTROL: NameTextBox**

**PROPERTIES:**

Type: Text Box

Purpose: to allow the user to entre his/her name

Text: -

Font: Microsoft Sans Serif – Bold – 11

Justification: Centre

Visible: Yes

Font Colour: Black

**Methods:**

StartBtn\_Click()

1. **CONTROL: StartBtn**

**PROPERTIES:**

Type: Button

Purpose: To start the game

Hide this form and show the RPSGame form

Pass the text

Text: START

Font: Microsoft Sans Serif – Bold – 11

Justification: Centre

Visible: Yes

Font Colour: Black

**Methods:**

StartBtn\_Click

**Object Description - RPS Form:**

1. **CONTROL: HeadingLabel**

**PROPERTIES:**

Type: Label

Purpose: to show the heading of the form

Text: Rock Paper Scissors Game

Font: Microsoft Sans Serif – Bold - 18

Justification: Centre

Visible: Yes

Font Colour: Black

**Methods:**

None

1. **CONTROL: RockRB**

**PROPERTIES:**

Type: Radio Button

Purpose: to allow the player to use the rock option

Text: Rock

Font: Microsoft Sans Serif – Bold - 11

Justification: TopLeft

Visible: Yes

Font Colour: Black

**Methods:**

GetPlayerChoice()

**[Same for PaperRB and ScissorsRB]**

1. **CONTROL: PlayerNameLabel**

**PROPERTIES:**

Type: Label

Purpose: to show the name that the user enters at the start of the game

Text: Player’s name

Font: Microsoft Sans Serif – Bold - 11

Justification: Centre

Visible: Yes

Font Colour: Black

**Methods:**

RPSForm\_Load()

**[Same for PlayerNameScoreLabel]**

1. **CONTROL: ComputerLabel**

**PROPERTIES:**

Type: Label

Purpose: to inform the player of which one is the computer’s choice

Text: Computer

Font: Microsoft Sans Serif – Bold - 11

Justification: TopRight

Visible: Yes

Font Colour: Black

**Methods:**

None

**[Same for the ScoreLable and ComputerscoreLabel]**

1. **CONTROL: PlayerPaper**

**PROPERTIES:**

Type: Picture Box

Purpose: to show a the paper symbol picture when the player choses paper – after pressing play

Text: -

Font: -

Justification: Centre

Visible: No

Font Colour: -

**Methods:**

GetPlayerChoice()

**[Same for:**

**PlayerRock – shows Rock symbol**

**PlayerScissors – show Scissors symbol]**

1. **Control: ComputerPaper**

**PROPERTIES:**

Type: Picture Box

Purpose: to show a the paper symbol picture when the number generator generates number 2

Text: -

Font: -

Justification: Centre

Visible: No

Font Colour: -

**Methods:**

GetComputerChoice()

**[Same for:**

**ComputerRock – shows Rock symbol – number 0**

**ComputerScissors – show Scissors symbol – number 1]**

1. **CONTROL: PlayBtn**

**PROPERTIES:**

Type: Button

Purpose: to start the game when the user press on it

Text: Play

Font: Microsoft Sans Serif – Bold - 11

Justification: Right

Visible: Yes

Font Colour: Black

**Methods:**

PlayGame()

1. **CONTROL: ResetBtn**

**PROPERTIES:**

Type: Button

Purpose: to reset the game and clear everything when the user press on it.

Text: Reset

Font: Microsoft Sans Serif – Bold - 11

Justification: BottomRight

Visible: Yes

Font Colour: Black

**Methods:**

ResetGame()

1. **CONTROL: PlayerResultLabel**

**PROPERTIES:**

Type: Label

Purpose: to show the player’s result

Text: 00

Font: Microsoft Sans Serif – Bold - 11

Justification: BottomLeft

Visible: Yes

Font Colour: Black

**Methods:**

DetermineWinner()

**[Same for the ComputerResultLabel]**