



These are the changes and additions I made to the program:

- I added a launcher icon.
- I added a counter for Losses, Wins, and Ties to keep track of gameplay.
- I changed the images and the game to a darker theme.
- I removed the banner image at the top.
- Renamed the app to “Roach, Human, Apocalypse”.
- Rewrote the switch case tree into if else tree.
- I moved some of the text around to make room for more scenarios.
- I made another method to control all the moving parts.
- I made some other minor changes to the code.

I switched the decision tree from a switch case to an if else because there was no case to catch errors, granted it could’ve been easily resolved by adding an extra case, however I preferred my method because it reduced the complexity of the math and made it easier to notice potential mistakes.

I chose to use Roach, Human, Apocalypse because that’s the version of Rock, Paper, Scissors that I used to play when I was in the Navy.

If I was going to expand this app I would add a reset method and button, and I would add a statistical analysis of how many times the computer chose each option.