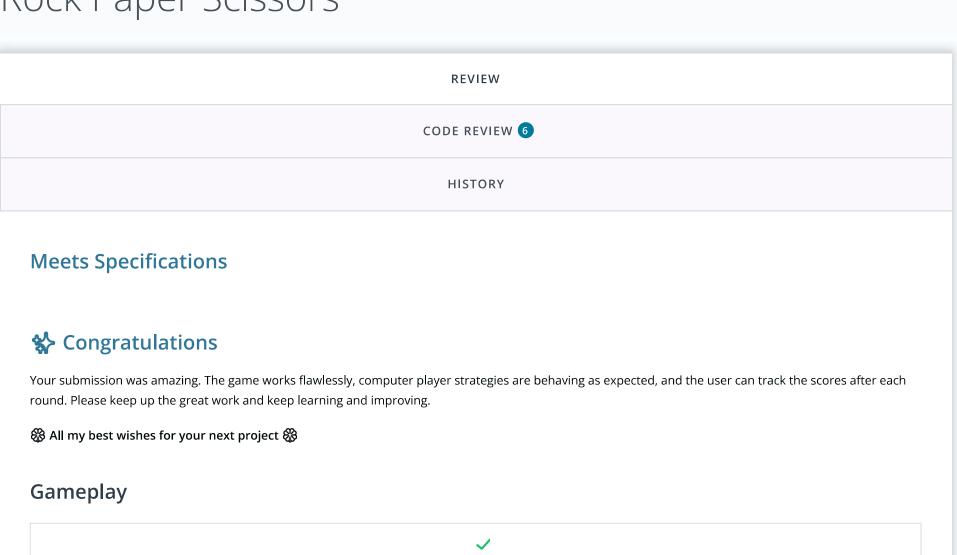
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Rock Paper Scissors



Paper beats rock; rock beats scissors; scissors beat paper.



The game displays the results after each round, including each player's score. At the end, the final score is displayed.

The number of rounds per game, as well as when to stop, are up to you!

Nice work displaying players scores after each round.



The game should have (at least) four computer player strategies:

- A player that always plays 'rock'
- A player that chooses its moves randomly.
- A player that remembers and imitates what the human player did in the previous round.
- A player that cycles through the three moves

You have implemented all player types properly igotimes.



The game should call each player's move method once in each round, to get that player's move. After each round, it should call the remembering method to tell each player what the other player's move was.

Some computer players don't need to remember anything, so their remembering method should do nothing.

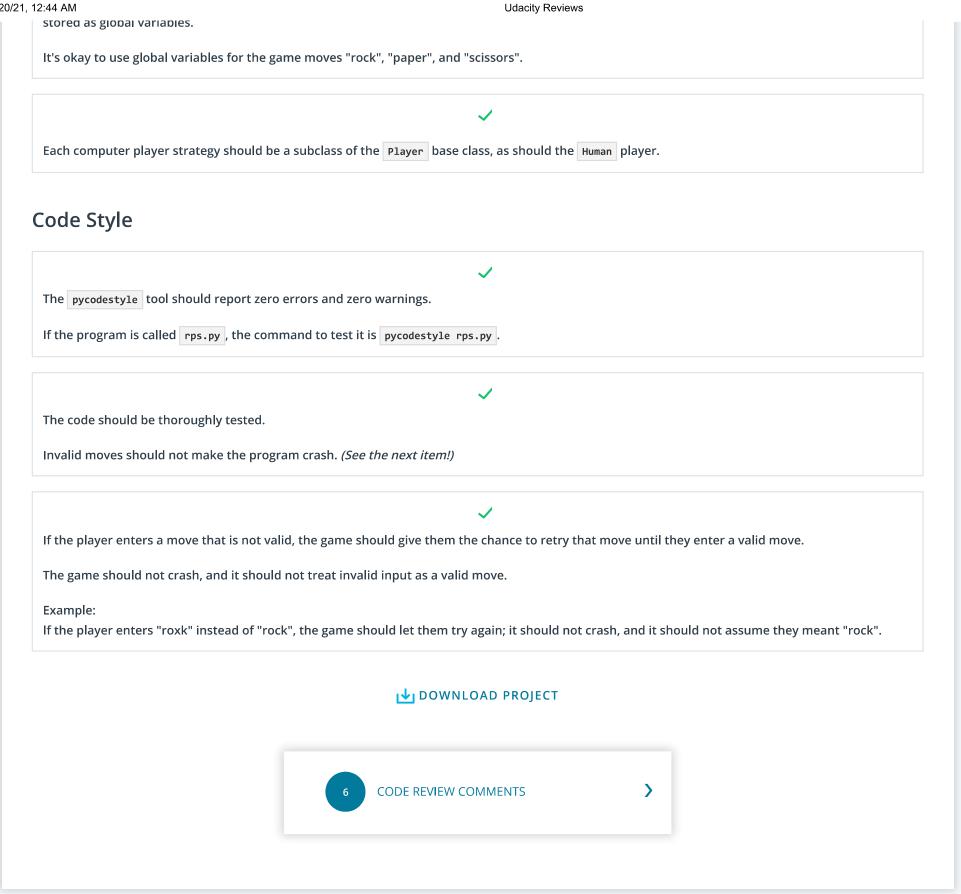
Object-Oriented Programming



The Game class should include a method to play a single round, and a method to play a match of several rounds.

Facts about the current match, such as the players' score, or the number of rounds played, should be stored as instance variables. They shouldn't be

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