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Game 601 – Game Prototyping

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Rock, Paper, Scissors, Modification to Perfection

The classic hand game of R.P.S or, Rock, Paper, Scissors. “Has been all time classic hand game since its initial creation in China during around the era of Christ’s life, with rapid expansion territorially to Japan in 1700(s), which the game’s original name became properly known as “Janken.”” (Source; tofugu.com/japan/janken/) This hand motioned focus activity, is based around the actions of outwitting your opponent’s senses with the gestures of either, rock (the fist is clenched), paper (the hand is flattened), and scissors (index and middle finger are pointed out, the pinky and ring curved in, with the thumb resting, creating the symbol of scissors with the hand). In short span of time, the person must obtain victory by this motion by conquering his opponent’s gesture, Rock beats Scissors, Paper beats Rock, Scissors beat Paper. If both players have the same hand gesture made which results in draw, the players must return to the hand motion combat until a victor is decided. Once the game is over, who ever has won the one or two rounds of the game is declared the winner. This activity has been known to settle disputes as well as to kill time when waiting for something to happened.

Unfortunately, in the United States, this game does have major flaws that are exploited by both adults and youth quite frequently. The first being that a person with strong observational skills, can time themselves to predict their opponent's movements. By slowing their gesture on their response, they can accurately guess what their opponent's hand movement will be to counter it quickly. The second issue which frequently plagues this game's contenders, is when players have multiple draws occur in their match, due to having chosen the same hand gestures. This potentially can be result of similar personalities, or the desire to counter the opponent's hand gesture gone astray.

Considering these issues, there is a straight forward way in correcting these common mistakes towards playing this game. Before the game begins, the players should take a moment and look your opponent over, this will help you determine the personality of your competitor. Then to begin, the first plaguing issue can be corrected by having both players turn their backs to each other, and step back to two feet. Creating the sense of cowboy stylized "draw!" This also corrects the ability or inability to guess your opponent's hand gesture, as it would be physically impossible to accurately know what your foes thoughts are without constative focus on their body. As soon as both players have step back two feet, they will count down from 3... 2... 1..., then say "Shoot!" Turn around to face their opponent who has also face their opposition dead on. The symbol chosen for each player will be presented, and as presented with the original rule set ((Rock beats Scissors, Paper beats Rock, Scissors beats Paper)), the winner of the first round is decided. After three rounds have been played, the victor will be decided upon based on the numbers of wins presented. If a draw occurs, the players will decrease turn around time from the original 3... 2... 1..., to 2... 1... creates a sudden movement affect to overwhelm the senses of their opponent. If one of the players does not respond fast enough to the sudden hand gesture or

still has their back turned to the opponent, they lose the round. Thus, ensuring they cannot try to cheat their way to victory when their challenger faces them.

Within observation, there are tactical maneuvers one can implement in this modified game of “Rock, Paper, Scissors, Shoots.” First consider what type of person you are playing with, as everyone may or may not have a favorite symbol among three choices of the rock, paper, and scissors. This also may be identifiable by persona being presented by your opponent, strong willed and potentially stubborn, this person may favor to use rock over the other two symbols. Is the person agile, and acts before thinking things through, they may indeed enjoy pulling the scissor symbol out first before considering if you chose to pull rock first. There are many observational strategic planning one can take in readying themselves before taking on the first round of this game. Furthermore, by each round, there are less likelihoods of your opponent choosing the same symbol again when they face off with you in the following round. Use this to your advantage by either choosing the same hand gesture as before or (if you know your companion well) follow up with the opposite sign to counter their move. These two strategies will help you become acutely adapt in the game of “Rock, Paper, Scissors, Shoots.”

In how the final design came to be, was through mixture of observation and then consideration of attention span issues. Within the United States, our focus is pushed often with usage of cellphone, computers, and televisions. There begins to be an expectation that life must happen quickly, thus we rush our games and interactions with each other if our attentions become limited. With those things in mind, I crafted this game to correct those issues by forcing the player to take time in their responses, not rushing in to get results, but playing with each other to obtain interactivity. Furthermore, I also considered the human nature of cheating, which is result of trying to obtain dominance over the player by going around the game's boundaries for self-gain. By having both players physical body turns around, it forces preferable view to block by not only direction of the human head, but also the back side of the opponent. This is ultimately meant to level the playing field, in mind that when there is in inability to grasp an advantage, it forces the challenge be plainly visible to both players.

Photo refence of game being played:



Works Cited

“Japan's Most Dangerous Game: Rock, Paper, Scissors.” Edited by Hashi, *Tofugu*, Tofugu, 6 July 2012, www.tofugu.com/japan/janken/.