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## Rock Paper Scissors: A Java Implementation

This presentation covers how to create a Rock Paper Scissors game using Java.

We'll explore design, coding, testing, and future improvements.

by S. Pragadheesh



## **Project Overview: Objectives and Scope**

#### **Objective**

Build a console-based Rock Paper Scissors game in Java.

#### Scope

Include user input, game rules, round logic, and score tracking.

#### Outcome

Familiarity with basic Java programming and control structures.



## Core Logic: Implementing Game Rules in Java

1 Define Choices

Represent Rock, Paper, Scissors as constants or enums. 2 Compare Moves

Use conditional statements to decide the winner per round.

3 Handle Ties

Recognize and replay when both players choose identically.

## Code Structure: Classes and Methods Explained

Main Class	GameLogic Class	Utilities
Controls game flow, user input, and	Contains methods to evaluate moves and	Assist with input validation and random
output display.	track scores.	computer choices.

## **User Interface: Designing for Interaction**



#### **User Input**

Text prompts for player choices (Rock, Paper, Scissors).



#### **Output Messages**

Show round results and cumulative scores clearly.



#### **Replay Option**

Allow users to restart or quit after each game session.

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## Testing and Debugging: Ensuring Game Accuracy

**Unit Tests** 

Test methods for correct winner determination and input handling.

Playtesting

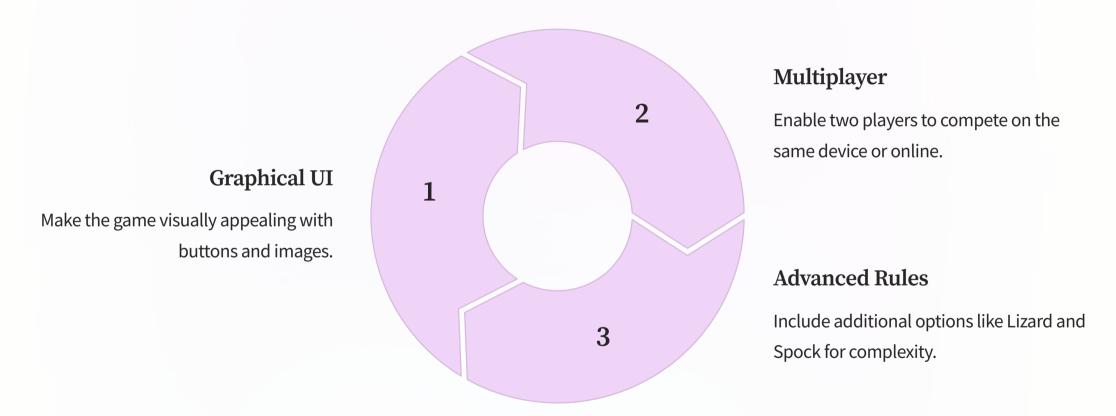
Simulate multiple rounds for logical consistency and edge cases.

Debugging

3

Use IDE tools to find and fix errors or unexpected behaviors.

### **Enhancements: Adding Features and Complexity**





# Conclusion: Key Takeaways and Future Development

#### **Core Skills**

Java basics with loops, conditionals, and input handling mastered.

#### **Next Steps**

Add GUI and multiplayer features for better user experience.

#### **Keep Learning**

Explore advanced Java topics and game development frameworks.