Vaibhav Satish, 5th period Advanced Systems Projects

1. **What is this project all about?**

Everyone loves the game rock, paper, and scissors! Eastlake even held a competition last year. This is a program that allows you to test your rock paper scissors skills against the computer. You get to choose the number of rounds you get to play though. Are you up for the challenge? If you are, Good Luck!

1. **What Platform did you decide to use and why?**

I used GitHub code spaces and the python language. I chose python because I am most comfortable programming in python, and I have lots of prior experience with it. I had to use GitHub codespaces (which runs VS code) because the VS code application would not install the python package.

1. **What design decisions did you need to make?**

I had to make the decision if I wanted to include GUI or not. I wanted the program to be fun, but at the same time submit the project on the due date.

1. **Were there interesting tradeoffs?**

There were no interesting tradeoffs. I did have to consider my programming skills, and If I would be able to do something that would be between 250-500 lines of code and within my skillset.

1. **What are the major components in your code?**

The RPS class, which is where the game is processed, the testing class, which I used to test how well the game worked, and the UI class, which is where I built the UI for the game.

1. **Extra Information**

For the GUI creation, I used the Pygame library. I did not know how to use it, so I used ChatGPT to instruct me and show me how to use it to create a GUI. Everything that has pygame was used from ChatGPT, but everything else was my own. ChatGPT also tweaked my existing code in certain spots so that I could use Pygame. I created the base game using my own skills, and ChatGPT helped me with the creation of the GUI.