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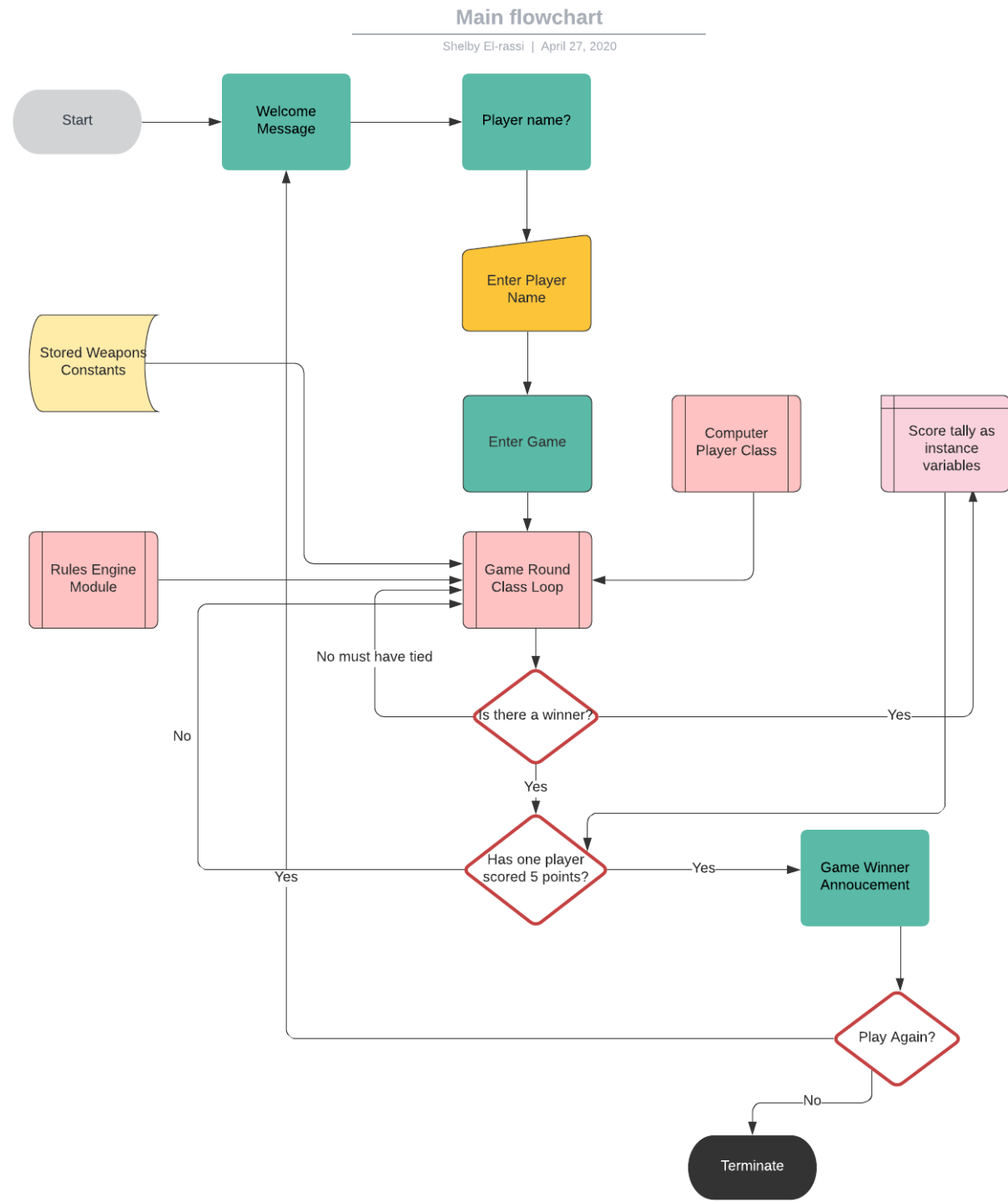
ROCK PAPER SCISSORS SPOCK LIZARD the Terminal Game

A large, textured orange watercolor splash shape on the left side of the slide, with various shades of orange and some darker spots.

Overview

- The idea of the implementing a classic simple game of Rock Paper Scissors into a terminal app, came from my husband 2 weeks ago.
- Initially thought it was too simple for my assignment, however it turned out to be PERFECT!
- I expanded it to be the 5-choice option ROCK PAPER SCISSORS SPOCK LIZARD, made popular by the show the Big Bang Theory.
- The purpose of the game is to play against the computer and win the best out of 5 ROUNDS.

Flow Chart



Core Logic of the game

- Player name input
- Player chooses a weapon by inputting any of the options 'r' , 'p' , 's' , 'sp' or 'l'.
- The computers answer is a randomized shuffle of the choices, so that its pure chance on the computers result.
- A point is then awarded to the winner. Either Player or Computer.
- Then once there is a clear winner of 5 rounds the game will end and a winner declared.
- In the event of a tie, no point is awarded and another round starts.
- The player has an option to play again or quit the game.

Challenges

- Overthinking is a problem I struggle with for everything.
- A main challenge was choosing what needed to be in a module or a class. During this assignment I became more familiar with modules and how great they are for grouping methods together, either to be passed as is or methods for classes.
- Another was determining needed variables, instance variables and constants. The result was making good use of all, I particularly got to delve deeper into constants and how useful they are.
- Control flow was something that had me stuck quite a few times. Ensuring that particular method calls etc.. were in the correct order, a few issues I worked hours on were simply just a change in code structure.

```
[■] Loading ... Done!  
Press any any key to continue!  
■
```

ROCK PAPER SCISSORS SPOCK LIZARD THE TERMINAL GAME

Structure

```
ROCK PAPER SCISSORS SPOCK LIZARD
```

```
[■] Loading ... Done!  
Press any any key to continue!  
■
```

- Two welcome banner options shown

```
Made famous by the made famous by the Big Bang Theory, this is ROCK PAPER SCISSORS SPOCK LIZARD!

It is you against the computer. Try to beat the computers reign as the ultimate RPSSL CHAMPION!

The rules are simple:

Scissors cuts Paper
Paper covers Rock
Rock crushes Lizard
Lizard poisons Spock
Spock smashes Scissors
Scissors decapitate Lizard
Lizard Eats Paper
Paper disproves Spock
Spock vaporizes Rock
Rock crushes Scissors

The first to win FIVE ROUNDS... is the ULTIMATE RPSSL CHAMPION!

Press any any key to continue!
```

- Player name input
- Player chooses a weapon by inputting any of the options 'r' , 'p' , 's' , 'sp' or 'l'.

- Simple Instructions Shown

```
what is your player name?

Shelby
Welcome player Shelby!
CHOOSE YOUR WEAPON: Rock (r), Paper (p), Scissors (s), Spock (sp), Lizard (l)
```

```
CHOOSE YOUR WEAPON: Rock (r), Paper (p), Scissors (s), Spock (sp), Lizard (l)
```

```
r  
Shelby chooses rock.
```

```
COMPUTER chooses rock.
```

```
Tie, play again!
```

```
Press any key to continue!
```

```
CHOOSE YOUR WEAPON: Rock (r), Paper (p), Scissors (s), Spock (sp), Lizard (l)
```

```
l  
Shelby chooses lizard.
```

```
COMPUTER chooses paper.
```

```
Lizard BEATS paper, Shelby WINS THE ROUND.
```

```
SCORE: Player - 1 Computer - 0
```

```
NEXT ROUND!
```

```
Press any key to continue!
```

- A point is then awarded to the winner. Either Player or Computer.
- Then once there is a clear winner of 5 rounds the game will end and a winner declared.
- In the event of a tie, no point is awarded and another round starts.


```
Would you like to play again? (y) or (n)?
```



- The player has an option to play again or quit the game.

```
Thank you for playing ROCK PAPER SCISSORS SPOCK LIZARD THE TERMINAL GAME  
shelbyd@Shelby src %
```

Favorite Parts

- That my knowledge of Ruby and especially OOP increased hugely through this process
- The file names and separation of the files. I do think it would be clear enough for outside eyes to come in and see what the code is doing.
- The gem 'io-console', I liked using it for a clear screen option.
- Player vs Computer style of the game

Features for Future

- Restart game option for during the game
- Actual names for the weapon wins ..eg Paper 'COVERS' Rock. Not just 'beats'
- A feature for naming the rounds played
- A feature that names the computer player
- Hardcoding the weapons as images



Thank you!