

Documentation (How to Play)

This is a Python-based Rock–Paper–Scissors knockout tournament game.

Players can choose to watch an AI tournament or participate as a human player. During matches, input R, P, or S to make your move.

The tournament uses a knockout format.

The first player to win the required number of rounds advances, and a final champion is determined.

After the game ends, players can choose to restart or exit.

Final Report (Development Process & Results)

We developed a modular Rock–Paper–Scissors knockout tournament game that includes a game loop, tournament system, best-of match format, and AI players.

The project demonstrates object-oriented programming, enum usage, algorithmic strategy (tracking opponent history and countering), and input validation.

During testing, we fixed input-related errors to ensure the game runs reliably.

If more time were available, we would add a graphical interface and a leaderboard system.