

Rock Paper Scissors Kata

The Kata

Rock Paper Scissors is a game involving two players making pre-defined hand gestures at each other. The gesture that each player uses is played against the other, with a winner being decided based on the rules being used.

The three gestures used in base Rock Paper Scissors are... well... rock, paper, and scissors. The way these are scored is as such: Rock beats Scissors, Scissors beats Paper, and Paper beats Rock. It gets a lot more complicated when you introduce new gestures, but let's keep it simple for now.

We want you to create a backend for the game that we can use to hook up to our many game clients we're going to be creating.

Test Cases

Player Move	Opponent Move	Result
Paper	Rock	Player Wins
Paper	Scissors	Player Looses
Paper	Paper	Tie
Rock	Scissors	Player Wins
Rock	Paper	Player Looses
Rock	Rock	Tie
Scissors	Paper	Player Wins
Scissors	Rock	Player Looses
Scissors	Scissors	Tie

Bonus

Extend the game engine to include the rules for Rock, Paper, Scissors, Spock, and Lizard.

The new moves to include are:

- Rock crushes Lizard
- Lizard poisons Spock
- Spock smashes Scissors
- Scissors decapitates Lizard
- Lizard eats Paper
- Paper disproves Spock
- Spock vaporizes Rock

After implementing the additional rules make sure your code has no if statements.