RPSLS Design Session

Platinum

# Algorithm

1. A “friendly” welcome, and display the rules
2. Choose single player (Human vs. AI) or multiplayer (Human vs. Human)
3. Players enter names
4. How many rounds? (Remember that only three are required for the user story)
5. Display the options for gestures
6. Players choose their gestures
7. Display the gestures that have been chosen
8. Compare gestures
9. Determine who won that round
10. Track score (round wins) and check to see if someone has won the whole game (best of 3 minimum) (check every round)
11. Display the winner
12. Do you want to play the entire game again?

* Remember to validate input throughout the whole game!

# Classes

## main.py - entry point of the application

* Player.py (PARENT)
* Game.py
* Human.py (CHILD OF Player.py)
* AI.py (Computer.py) (CHILD OF Player.py)
* NO GESTURE CLASSES UNTIL MVP (gestures are strings stored in a List)