Stone Paper Scissors Solution

1.1 Stone

```
Stone >> play: anotherTool
  ^ anotherTool playAgainstStone: self
```

```
Paper >> playAgainstStone: aStone
  ^ #paper
```

```
Scissors >> playAgainstStone: aStone
  ^ #stone
```

```
Stone >> playAgainstStone: aStone
  ^ #draw
```

1.2 Scissors

```
Scissors >> playAgainstScissors: aScissors
  ^ #draw
```

```
Paper >> playAgainstScissors: aScissors
  ^ #scissors
```

```
Stone >> playAgainstScissors: aScissors
  ^ #stone
```

```
Scissors >> play: anotherTool
  ^ anotherTool playAgainstScissors: self
```

1.3 **Paper**

```
Scissors >> playAgainstPaper: aPaper
  ^ #scissors
```

```
Paper >> playAgainstPaper: aPaper
  ^ #draw
```

```
Stone >> playAgainstPaper: aPaper
  ^ #paper
```

```
Paper >> play: anotherTool
  ^ anotherTool playAgainstPaper: self
```