

# Developer Assignment - Rock Paper Scissors

## **User Story:**

*As a frequent game player,  
I'd like to play rock, paper, scissors  
So that I can spend an hour of my day having fun.*

## **Acceptance Criteria:**

- I should be able to play Player vs Computer.
- I should be able to play Computer vs Computer.
- Each new game should be a different game.

(Don't know the game? <https://en.wikipedia.org/wiki/Rockpaperscissors>)

## **Technical constraints:**

- Doesn't necessarily need a flashy GUI.
  - The solution should be easily runnable from command line.
  - Third-party or external libraries should only be used for tests.
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## **Guidance:**

- Run and/or **build instructions are seen in a positive light**, as it indicates you know how to work in that environment. Mention setup and execution instruction in a README file.
- We're not too bothered with the UI. However, if you are mostly a **frontend or mobile engineer a nice UI is a requirement**.
- We are keen to see how much you think is enough, and how much would go into a Minimum Viable Product. As a guide, **elegant and simple** wins over feature-rich every time.
- Do you **test drive your code**? This is something we value and we will be looking for telling indicators of such in the code you produce.
- Do you care about how **easy is for others to understand** your code? Try to think if others would easily pick up from where you left.
- We also **consider the extensibility** of the code produced. A well-factored code should be relatively easily extended. <https://en.wikipedia.org/wiki/RockpaperscissorslizardSpock> may be a natural extension.
- Follow **the principles and general conventions** of his or her programming language of choice. Use the language which you feel most comfortable with, but please do **refrain from using esoteric languages**.
- We are expecting a **well-modeled solution**. Additionally, any indicator of design (DDD, or design patterns) would make us smile.

***Thank you and good luck!***

## Front-end and Mobile Devs:

- To help you visualize the game and reduce the amount of time necessary to finish the assignment we provide a draft of what the UI can look like. Please take a look at the screens and consider them as guidelines.

