*Project Title: JavaScript Rock, Papers, Scissors Game.*

# Aim:

To follow front-end practices (usability, user experience) while being put under extreme restrictions, such as designing the game without the use of any language except vanilla JavaScript, and how can we exploit the dev tools of the browser to make it a seamless experience.

# Implementation:

Followed an agile methodology, where the team gathered for daily scrum meetings to discuss the backlog and distribute tasks upon the members. With a focus on preventing the user from interrupting the game amid a live session, by testing each other's coding styles and finding security vulnerabilities (such as users changing variables from the dev tools console).

# Usage Notes:

It is assumed no prior knowledge of opening the developer console from end-users, therefore instructions are provided at the start if the device is a desktop. On phones only alerts are used to demonstrate the game status. The game is played for 5 complete rounds i.e., there must be a winner to move to the next round, and draws do not count as complete rounds. You can try the Levenshtein distance auto correction algorithm by making a mistake in the input (rock, paper or scissors), but only a distance of 2 would work as the algorithm is configured accordingly.