

Rock, Paper, Scissors

User Story Front

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|   Title: Waste an Hour Having Fun
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| As a frequent games player,
| I'd like to play rock, paper, scissors
| so that I can spend an hour of my day having fun
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| Acceptance Criteria
| - Can I play Player vs Computer?
| - Can I play Computer vs Computer?
| - Can I play a different game each time?
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User Story Back

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| Technical Constraints
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| - Doesn't necessarily need a flashy GUI. A simple|
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|  UI is fine. However the user experience will  |
|  be considered.                               |
|  - Use Java or Scala                          |
|  - Libs / external modules should only be used  |
|  for tests                                    |
|  - Using best in industry agile engineering    |
|  practices                                    |
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Don't know the game? <http://en.wikipedia.org/wiki/Rock-paper-scissors>

Guidance

We wouldn't ask anyone to do a coding puzzle that we haven't done ourselves, so the people looking at your code understand the problem we're asking to be solved.

- We're not too bothered with the UI. However, if you are mostly a front end 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, though extra gold stars are given to people who get excited and do more because they are having fun.
- Do you test drive your code? This is something we value at eBay, and we will be looking for telling indicators of such in the code you produce. We'll also be looking for things like coverage, copy and paste detection etc
- We also like to see your 'long division' i.e. the working out of the problem in code
- Run / build instructions are seen in a positive light, as it indicates you know how to work in that environment
- We also consider the extensibility of the code produced. Well factored code should be relatively easily extended. <http://en.wikipedia.org/wiki/Rock-paper-scissors-lizard-Spock> may be a natural extension.
- We're happy for solutions in either Java or Scala
- Any indicator of design (DDD, or design patterns) would make us smile.

Thank you and good luck!