Hi,

Thanks for the chat with one of our engineers earlier.
Could you please, as part of eBay's interview process, complete the following puzzle?

```
Rock, Paper, Scissors



User Story Front

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|                                                  |

|      Title: Waste an Hour Having Fun             |

|                                                  |

| 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 |

|                                                  |

| 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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```

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| Technical Constraints                            |

|                                                  |

| - Doesn't necessarily need a flashy GUI          |

|   (can be simple)                                |

| - Use Java                                        |

| - 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.
It took us around 2 - 5 hours of effort when doing this, so please use this as an indicator of effort required.

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.
This job is primarily Java, so submissions should be in that
Any indicator of design (DDD, or design patterns) would make us smile.

 We appreciate that you might be busy with your professional commitments so our projected maximum time of the completion and submission of the task is 14 days. Should you need additional time please contact Aleksandra Strzalkowska at aleks@ebay.com and quote estimated submission time. Thanks very much.

Please send the solution of the coding puzzle to codingpuzzle@aol.de and
cc DL-eBay-EU-EngineeringJobs@ebay.com. Thank you!

Good luck!

Interested?

From the moment that you join our team we aspire to make your employment experience an outstanding and engaging one. The eBay Inc. family is passionate and proud of our company. It is this vigour and attitude that helps us execute well, every day. If you are enthusiastic and thrive in a collaborative and friendly environment then we invite you to learn more, explore opportunities, and discover a place for you. Visit our careers site at www.ebay