As a player I can enter my name

As a player I can choose rock, paper, or scissors

As a player I can win a game of r/p/s

As a player I can lose a game of r/p/s

As a player I can have a tie game of r/p/s

As a player I can win the game

As an enemy I can choose rock, paper, or scissors

As an enemy I can win a game of r/p/s

As an enemy I can lose a game of r/p/s

As an enemy I can have a tie game of r/p/s

As the system I can take the player’s name

As the system I can show the player their description (rando)

As the system I can show the player a description of the goals

As the system I can pick an enemy opponent (rando)

As the system I can show a description of the enemy opponent

As the system I can determine if the player wins a game of r/p/s

As the system I can determine if the player loses a game of r/p/s

As the system I can determine if the player has a tie game of r/p/s & trigger another round

As the system I can show a description based on the outcome of the game

As the system I can trigger another enemy if the player loses a game of r/p/s

As the system I can keep track of how many games in a row the player has won

As the system I can trigger the boss if the player wins 2 games in a row

As the system I can show the player the description if they beat the boss

As the system I can show the player the description if they lose to the boss

As the system I can return the player to the start screen if they lose to the boss