Description of your app including your app's inspiration and goal.
I am building an app that allows the users to play a simple game of rock, paper, scissors against a computer. The goal of the app is to emulate the experience of really playing the game against a person, if that person made perfectly random choices for rock, paper, and scissors. The app has applications for probability but is aimed at teaching the game to children.

**Defi
ne your app's intended audience. Who will be using your app? What problem is your app solving for them?**

The app is aimed at children, hence the visual heavy design. The goal of the app is to teach young children to play the game.

Do some research -- do similar apps exist? If so, how will yours be better or different? Research enough to know that what you're proposing is possible.
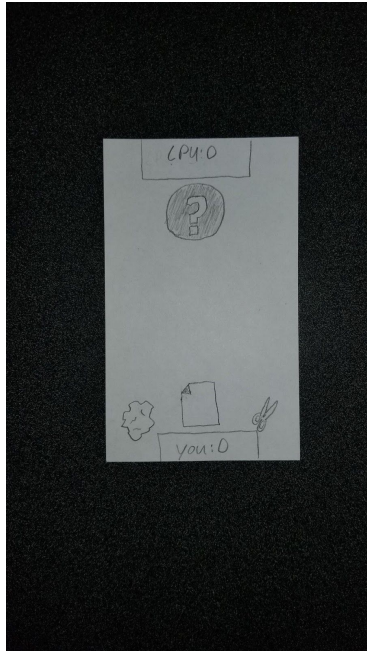
There are other R-P-S apps, but most of them are more complicated than my design, be it a more cluttered user interface or a variation on the game, where you win a round of R-P-S to engage in some action.

Where will you get any content needed for your app? This could include text, formulas, whatever your app requires.
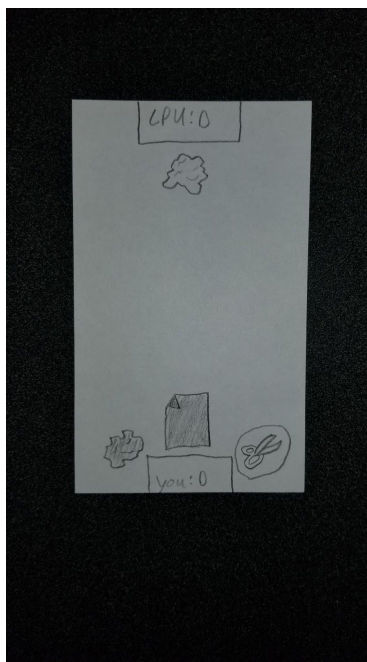As mentioned above, the app will be very heavy on the visuals, so I will definitely be needing some. However, I plan to keep the visuals very simple and will likely source inspiration from clip art/photos to create my own.

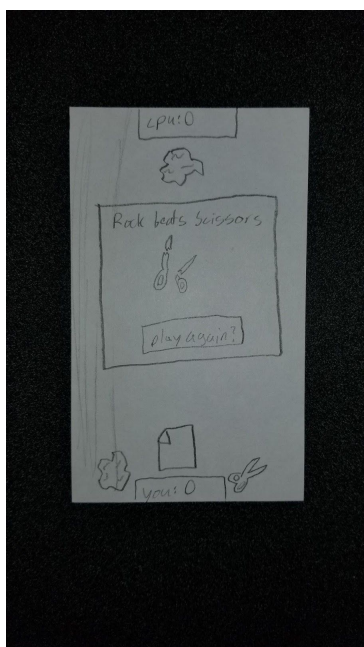**Include a digital version of your paper prototype (below)**

1.

2.

3.

CPU:0

Rock beats Scissors

play again?

you: 0

4.

CPU: 1

you:0