RPSLS planning – B. Ott

1. Greeting
2. Show the rules of the game

a.

b.

c.

d. Include who beats who

* + - Rock crushes Scissors
    - Scissors cuts Paper
    - Paper covers Rock
    - Rock crushes Lizard
    - Lizard poisons Spock
    - Spock smashes Scissors
    - Scissors decapitates Lizard
    - Lizard eats Paper
    - Paper disproves Spock
    - Spock vaporizes Rock

1. Introduce Gestures

-Rock

-Paper

-Scissors

-Lizzard

-Spock

1. Ask the user if they would like to play against a human or the computer (if human, requires imput from 2 users to play against each other
2. When user computer run a random loop to select a gesture against the user
3. Classes label parent class if one

a. Game

b. Computer

c. Gestures

d.

e.

f.

7. Methods

Run game

Pick random gestures for the computer player

If user picks computer, computer’s gestures will be chosen at random

If the user picks another user, run user imput for both players

Show the list of gestures to the loser

Show that if we have the “best” out of the 3 someone wins and the game is over.