RPSLS User Stories

Not Graded
Using the concepts of OOP by creating classes and using objects (instances of those classes) to interact with each other, create a console version of the classic game Rock Paper Scissors Lizard Spock.
<mark>**User stories:**</mark>

(0 points): As a developer, I want to make good, consistent commits.

(0 points): As a developer, I want to find a way to properly incorporate inheritance into my game.

(0 points): As a developer, I want to account for and handle bad user input, ensuring that any user input

is validated and reobtained if necessary.

(0 points): As a developer, I want to store all of the gesture options/choices in a List<T>. I want to find a

way to utilize the list of gestures within my code (display gesture options, assign player a gesture, etc).

(0 points): As a player, I want the correct player to win a given round based on the choices* made by

each player.

(0 points): As a player, I want the game of RPSLS to be at minimum a 'best of three' to decide a winner.

(0 points): As a player, I want the option of a single player (human vs AI) or a multiplayer (human vs

human) game.

* 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
https://www.youtube.com/watch?v=Kov2G0GouBw