

You're going to build a Rock, Paper, Scissors game from a wireframe. The design will be up to, but not the focus of the assignment. The player starts a game by clicking on a button for their choice. The bot will pick a choice at random. The game will compare and declare a winner or tie. If there is a winner, the score boxes will update accordingly.

The results section should be empty at the start of a round and the 'play again' button should be hidden. After a R/P/S button is selected the R/P/S buttons are disabled, the results will be shown below, the score updated if appropriate, and the 'play again' button will be revealed. Clicking the play again button empties the results section and re-enables the R/P/S buttons.

Consider using borders to delineate the different sections of your game layout. Consider using some colors, background colors, and/or :hover states to help inform the user what to click and who won. Use CSS styling to achieve these looks and then assign or remove class attributes through javascript to toggle the styles in the browser.

Rock - Paper - Scissors

Add Rules Paragraph Here

Your Score

12

Bot Score

16

ROCK

PAPER

SCISSORS

You Picked: [Rock, Paper, Scissors]

Bot Picked: [Rock, Paper, Scissors]

Results: [Who Won or Tie]

Play Again

Photo

About The Author