Rock, Paper, Scissors

You have been asked to create a simple application to process a match of [rock, paper, scissors](http://en.wikipedia.org/wiki/Rock-paper-scissors).

# Game Rules

A match takes place between 2 players and is made up of 3 games, with the overall winner being the player who wins the most games.

Each game consists of both players selecting one of Rock, Paper or Scissors; the game winner is determined based on the following rules:

* Rock beats scissors
* Scissors beats paper
* Paper beats rock

# Requirements

Your application **must** support three types of player:

* **Human Player**The user must be prompted for a selection of Rock, Paper or Scissors for each turn
* **Random Computer Player**The random computer player should automatically select one of Rock, Paper or Scissors at random for each turn
* **Tactical Computer Player**  
  The tactical computer player should always select the *choice that would have beaten its last choice***,** e.g. if it played Scissors in game 2, it should play Rock in game 3. It does not need to take the other player’s move into account.

You **must** include a user interface of some kind, but the choice of how this is implemented is up to you: console application, web site, WPF application, etc. – any are acceptable.

You **must** demonstrate that your solution implements all the above requirements correctly.

You **must** write high-quality code, using whatever principles you decide appropriate, and list any refactoring that you could make in the future.

You **must** use any high-level language – C#, Java, JavaScript, Python, PHP are all acceptable.

# Extensions

The following are some of the possible extensions that may be made to the application at a later date. You do not need to implement these, but they should be considered in your design.

* **New player types:** we may want to add new computer player implementations as tactics improve
* **Longer matches:** we may want to change the match format to “best of 5” at a later date
* **New “moves”:** we may expand the possible moves that each player can make (e.g. [Rock, Paper, Scissors, Lizard, Spock](https://www.youtube.com/watch?v=iapcKVn7DdY))