Tennis Game Kata

Description

In this kata, we focus just on handling the scoring in a tennis game. The scoring in tennis is a back-and-forth style, which presents a different type of scoring from other katas like "the bowling game".

Tennis Scoring

Basics:

In a game of tennis, a player starts with a score of 0. With each success, the player earns more points. The points are earned in this sequence.

0 -> 15 -> 30 -> 40

If a player has 40 and scores again that player wins the game as long as the other player does not also have 40 points. If both players reach 40 points it is referred to as "deuce".

Deuce:

Scoring during deuce gives a player advantage. If the other player scores again the score returns to deuce.

If a player has advantage and scores again, that player wins the game.

Requirements

Write a program to handle each of these requirements scoring a two player game of tennis.

- Players must be able to score points.
- The game must be able to be completed with a winner.
- The "deuce" case should be handled.
- After a game has been won, a winner must be determined.
- Be able to get the current score of either player at any point during the game.