

# Advanced Rock-Paper-Scissors

## Before we start

1. Take the time to go over the project.
2. Install it.
3. Run it.
4. Try to keep your code **clean, stable, SOLID, DRY** and **well structured**.  
Feel free to change the provided code as you see fit.
5. *You are welcome to take advantage of all Git capabilities throughout the assignment.*

## Part One: Let's play

6. Make `startGame` function support the `Human` player type.
  - a. Get another set of hands from a second `Human` player.
  - b. Write a function that compares 2 sets of hands and determines the winner.
  - c. Announce the winner.
7. **DISCUSSION:** What are the options to improve the experience of a `Human` VS `Human` game play?
8. **DISCUSSION:**
  - a. What is a proper way of dealing with a crash?
  - b. What is a proper way of dealing with a situation where the app was closed in the middle of a game?

## Part Two: Go pro

9. Make `startGame` function support the `CPU` player type.
  - a. Create an interface for the implementation of a `HumanPlayer` and a `CpuPlayer`.
  - b. For `CpuPlayer` - Get another set of hands randomly.

## Part Three: Better yet

10. Make it possible to override the value of `player1Type`, `player2Type`, `numberOfHands` and `numberOfRounds` via CLI arguments
  - a. Complete the `GameHelper.getValueFromArgs` function.
  - b. **Tip:** See the scripts defined for this package.
11. Create a class representing a game between 2 players.
  - a. Each instance should hold the amount of rounds that should be played.
  - b. Each instance should keep track of the total score.
  - c. It should be possible for a `CPU` player to play against another `CPU` player.
    - i. **DISCUSSION:** Let's say that it takes ~x units of time for a `CPU` player to draw hand(s) - In such a case, how can we get the result of the game without having to wait for the entire game to be played round by round in a `CPU` player VS `CPU` player game?

## Part Four: That's bananas

12. Introduce a new player type called `Monkey`.  
In this play mode, the `CpuPlayer` will randomly draw one hand per round.
  - a. Think of a way to use your `CpuPlayer` class for both its current strategy and the new one.
13. **Bonus:** Find a "**Hidden Gem**" in the depths of this Git branch. Use it to make the code prettier.