

RPSLS User Stories

Out of 65 points

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.

Minimum Classes Needed:

- Game
- Player
- Human (extends Player)
- AI (extends Player)

User stories:

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

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

(5 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.

(10 points): As a developer, I want to store all of the gesture options/choices in an array. I want to find a way to utilize the array of gestures within my code (display gesture options, assign player a gesture, etc).

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

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

(10 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=cSLeBKT7-sM>