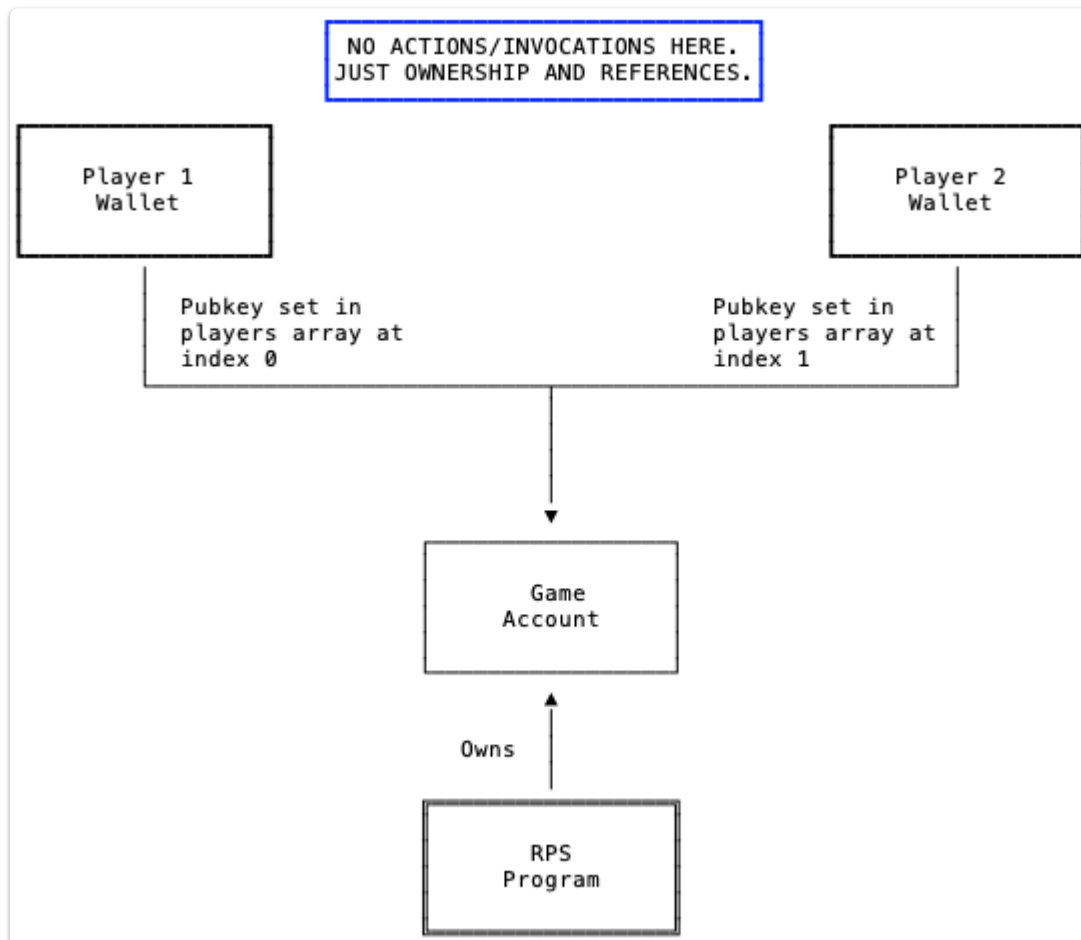


example2-rps

Service:

Program that implements rock-paper-scissors game.

Account diagram:



Flow:

1. Create game account: `new_game`

```
#[account]
pub struct Game {
    players: [Pubkey; 2],
    hashed_hand: [[u8; 32]; 2],
    hash_submitted: [bool; 2],
    hand: [Hand; 2],
    hand_submitted: [bool; 2],
    winner: String,
}
```

This account will store the state necessary for a single game such as:

- players public keys (array)
- hashes of hands (array)
- hands with salt (array)
- hands enum (array)
- flag for providing hash (array)
- winner

2. Player X submits hash containing their upcoming hand

3. Player Y submits hash containing their upcoming hand

4. Player X submits string containing their hand and the salt

5. Player Y submits string containing their hand and the salt

There is no required order for who submits hash first, but hands/salt strings can't be submitted until both hashes have been provided.