A close up of a logo

Description automatically generatedRock=1

Scissors=2

Paper=3

Lizard=4

Spock=5

1 beats 2, 4,

2 beats 3, 4

3 beats 1, 5

4 beats 3, 5

5 beats 1, 2

Rock(1) > Scissors(2), Rock(1) > Lizard(4);

Rock(1) < Paper(3), Rock(1) < Spock(5);

Scissors(2) > Paper(3), Scissors(2) > Lizard(4);

Scissors(2) < Rock(1), Scissors(2) > Spock(5)

Paper(3) > Rock(1), Paper(3) > Spock(5);

Paper(3) < Scissors(2), Paper(3) < Lizard(4);

Lizard(4) > Paper(3), Lizard(4) > Spock(5);

Lizard(4) < Rock(1), Lizard(4) < Scissors(2);

Spock(5) > Rock(1), Spock(5) > Scissors(2);

Spock(5) < Paper(3), Spock(5) < Lizard(4);

Rock wins against scissors and lizard (bool true)

1 > 2, 1 > 4

Rock loses against paper a spock (bool false)

1 < 3, 1 < 5

Scissors wins against paper and lizard (bool true)

2 > 3, 2 > 4

Scissors loses against rock and spock (bool false)

2 < 1, 2 < 5

Paper wins against rock and spock (bool true)

3 > 1, 3 > 5

Paper loses against scissors and lizard (bool false)

3 < 2, 3 < 4

Lizard wins against paper and spock (bool true)

4 > 3, 4 > 5

Lizard loses against rock and scissors (bool false)

4 < 1, 4 < 2

Spock wins against rock and scissors (bool true)

5 > 1, 5 > 2

Spock loses against paper and lizard (bool false)

5 < 3, 5 < 4

Program: initiates the game

Game (parent): rules(double), moves/gestures(string), bool for win/lose(string)

Players: all players are apart of the same game, follow the same game rules, gestures, win&lose conditions, there are different types of players though

Human 1/2: both humans are PLAYERS of this GAME,

NPC: