

# JavaFX Rock Paper Scissors Game

## Project Report

### 1. Basic Functions of the RockPaperScissors Application

The application is a JavaFX-based desktop game that implements the classic “Rock, Paper, Scissors” game with a graphical interface. The key functionalities include:

#### Game Interface:

- The user is presented with three buttons: Rock, Paper, and Scissors.
- Clicking any button initiates a round against the computer.
- The result is displayed based on the user's and computer's choices.

#### Game Logic:

- The computer randomly selects between Rock, Paper, and Scissors.
- The result of each round (win/lose/tie) is calculated using standard rules:
  - Rock beats Scissors
  - Scissors beats Paper
  - Paper beats Rock
  - Identical choices result in a tie

#### Feedback:

- The outcome of each round is displayed using a Label.

- It shows both the player's and computer's choices and the final result.

## Summary:

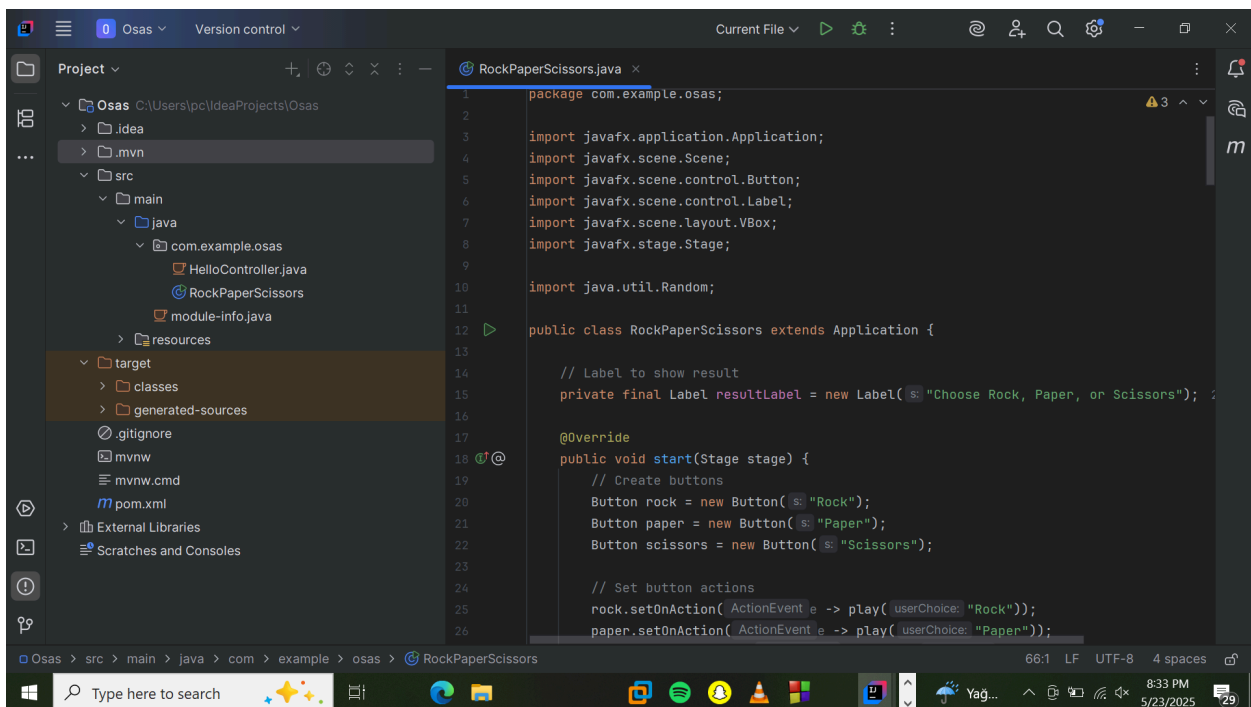
This satisfies the core game loop:

- User input
- Random computer response
- Rule-based result calculation
- Output to user

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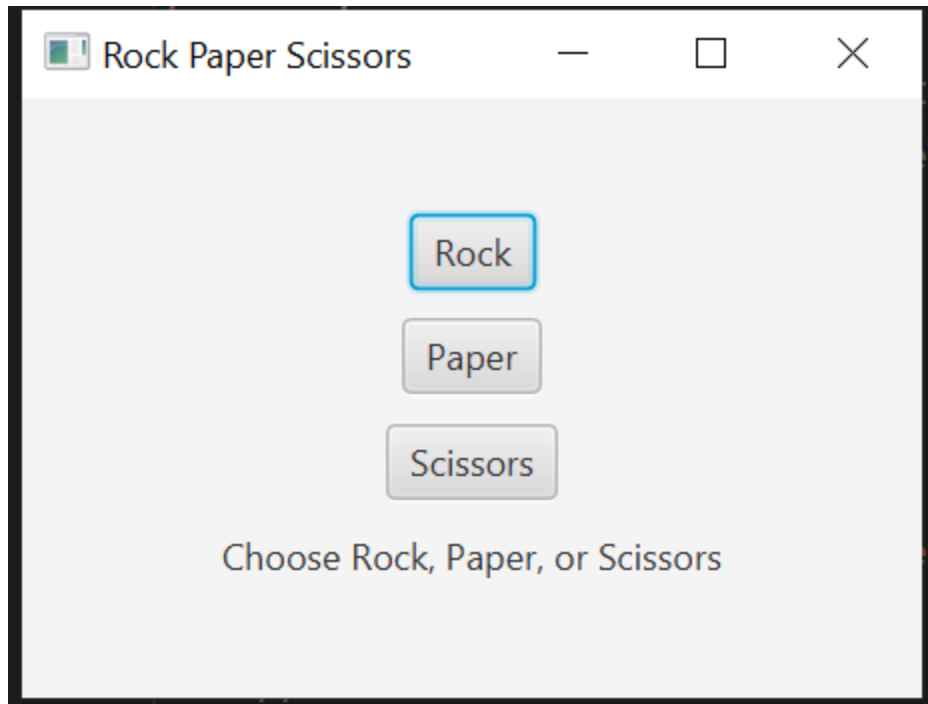
## Authentication

1.

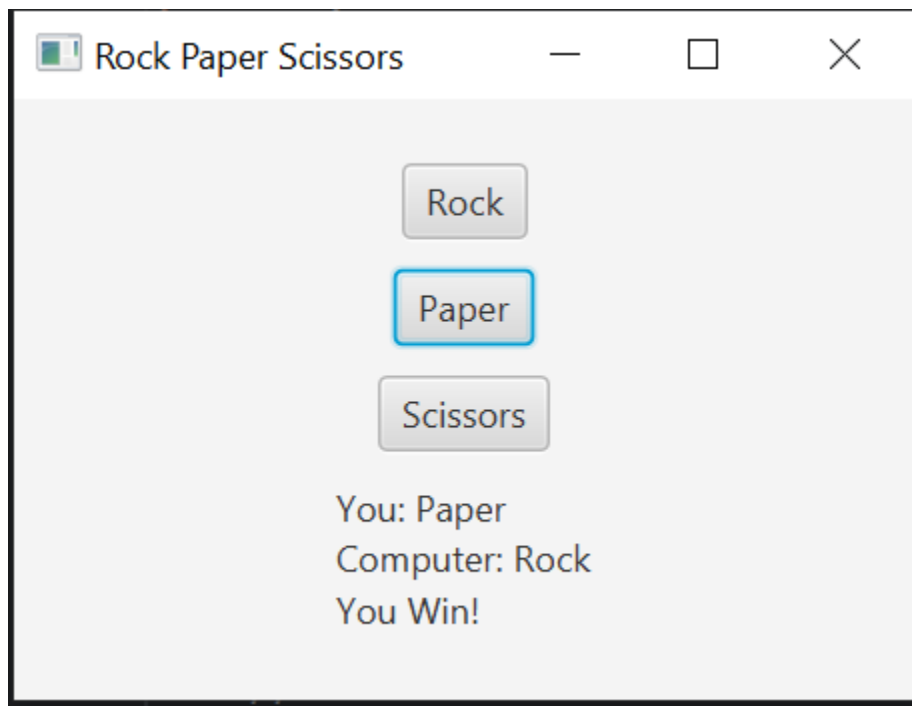


Picture of the coding processing.

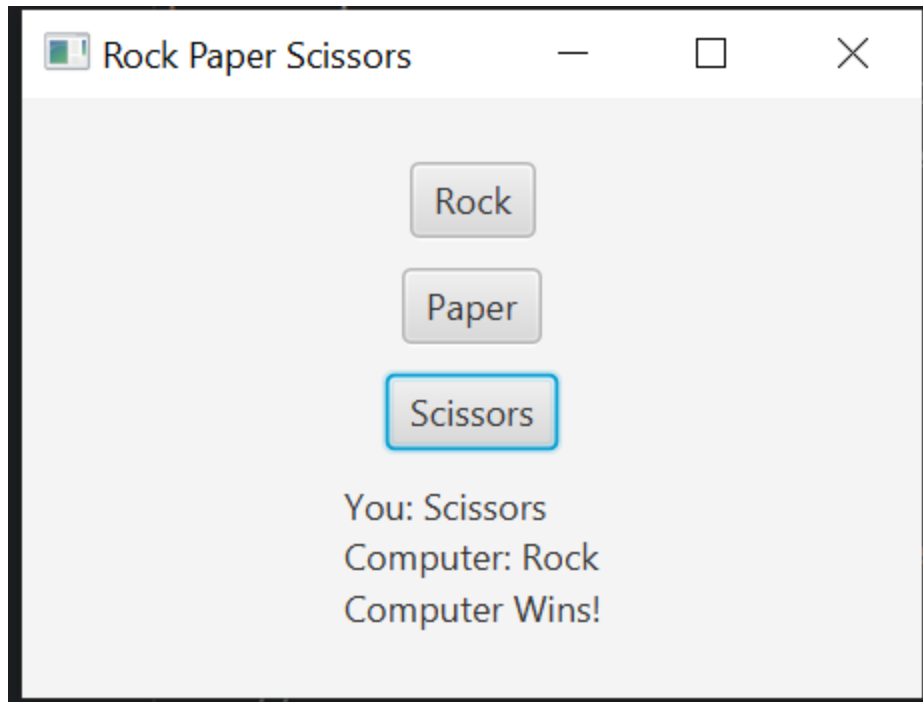
2.



3.



4.



These are the login/logout and authentication of the game. You just need to exit the program to exit the game.

Feature	Successfully realized (Yes or No)	Source code file names 
Basic functionality	Yes	RockPaperScissors.java
Authentication	Yes	Login.java
File processing	Yes	Login.java, users.txt
Additional features (if any):		
1st Additional feature: Logout button	Yes	Login.java
2nd Additional feature: Play history saving	No	—