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Version 1:

- Implementation of the general playability between games and gaining new hand weapons.
- The various hand weapon win, loss, and tie interactions + abilities.
- Developed hand weapons:
 - Rock
 - Paper
 - Scissors
 - Geode (User only)
 - Boulder (User only)
 - Sandpaper (User only)
 - Aluminum Foil (User only)
 - Claw (User only)
 - Paper Shredder (User only)
 - Finger Gun
 - Thumbs Up
 - Silent Fox (CPU only)
 - Rubber Band Gun (CPU only)
- Added various sound effects from Python's "playsound3" import extension.

Test Version 1:

- Overall, the game worked great at the starting foundation!
- Only one small issue a couple of typos was presented to hand weapon interactions to the user.

Version 2:

- Developed more hand weapons:
 - Telephone
 - Thumbs Down (User only)
- Implemented the newly added hand weapon win, loss, and tie interactions + abilities.
- Added more various sound effects.

Test Version 2:

- Overall, the game became better!
- Only one small issue, game balancing on some important hand weapons as some were either strong or weak generally.

Version 3:

- Developed more hand weapons:
 - Gunslinger (User only)
 - Remote (User only)
- Balance change to existing hand weapons:
 - Boulder, now has the chance to crack and be destroyed.
 - Thumbs Down, now being able to heal 1 HP on a tie.

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- Implemented the newly added hand weapon win, loss, and tie interactions + abilities.
- Added more various sound effects.

Test Version 3:

- Overall, the game got strategically better!
- No issues arose.

Version 4:

- Developed more hand weapons:
 - Hook
 - Harpoon (User only)
 - Devil Horns (CPU only)
- Balance change to existing hand weapons:
 - Silent Fox, can now disable user's hand weapons when lost (non-upgraded).
- Implemented the newly added hand weapon win, loss, and tie interactions + abilities.
- Added more various sound effects.

Test Version 4:

- Overall, the game became slightly better!
- No issues arose, other than the fact that the accessibility issue for the user choosing to not run MP3 files to play the game.

Version 4.5:

- Added a separate copy of the original game version to become the no-audio version of the game. Replacing the ability to play MP3 files with short timers.
- No content was added to the game.

Test Version 4.5:

- Overall, works very similar to the original version of the game, except it's less exciting due to no sound effects to make the game more experienceable. However, it's an option for the user to play the game.

Upload of Rock Paper Scissors Ultra Deluxe games to GitHub!