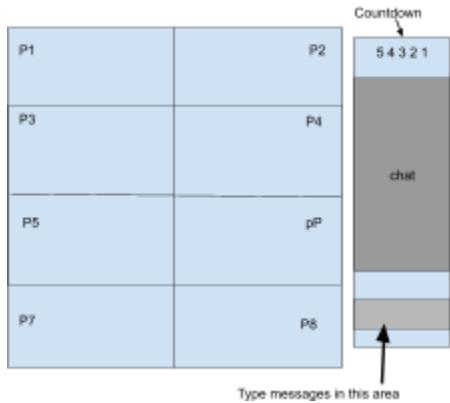


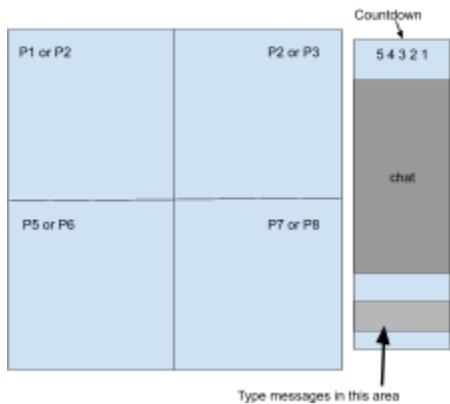
Requirements

- Big Bang Theory variation of Rock Paper Scissors
 - Rock Paper Scissors Lizard Spock
- Can be played by 2-8 players
 - Tournament style
 - All 8 players cannot play against each other
 - Player 1 vs Player 2, Player 3 vs Player 4, etc
 - Round 1 is a single game
 - Round 2 is a best of 3
 - Round 3 is a best of 5
- If there is an odd number of players:
 - If there are 7 players, the host does not play and moves onto the round 2
 - If there are 5 players, the host automatically moves onto round 3
 - If there are 3 players, the host automatically moves onto round 3, and the winner between Player 2 and Player 3 gets a bye to move onto round 3
- If there is an even number of players, but less than 8:
 - If there are 6 players, the winner of Player 1 vs Player 2 moves onto round 3
 - If there are 4 players, the winners of round 1 skip round 2, and move onto round 3
 - If there are 2 players, they face in the first round, then the winner can skip round 2 and round 3
- If player does not press their button before the countdown ends:
 - They will lose that match automatically
- If both players do not press their button before the countdown ends:
 - It is a tie, and neither player is affected
- The current bracket (quarter-finals, semi-finals) is unable to move on until all rounds have a decided winner
- After a player loses a round, they are able to spectate the rest of the game
 - They cannot press anymore buttons, but they are able to type in the chat
- After a full game is completed and a winner is decided, all players are sent to a green screen that displays the winner's player number
- Chat / Messages
- Game server sends message that is based on gameplay moves
 - Ex. When P1 plays rock, P2 sees “[P1] played Rock”
- Directories to Create:
 - Documents (contains requirements doc, Ux Design doc and Network Design doc)
 - Tests (contains test java code)
 - MainGame (where the main game is)
 - Jar (contains .jar file)

Quarter Finals Bracket Design



Semi Finals Bracket Design



Finals Bracket Design

