**Software Unit Testing Report**

1. Your task is to write a **Scissor Paper Rock game** using **Test Driven Development** in **Python**.

The player gets to choose one of the options between scissor, paper and rock. This is then compared against the computer’s selection and determine who the winner is.

Winning rules are as follows:

* rock vs paper -> paper wins
* rock vs scissor -> rock wins
* paper vs scissor -> scissor wins.

The basic game requirements are:

* + 1. The computer randomly picks one of the options of scissor, paper and rock.
    2. Player is then given the option to pick/type one of the options of scissor, paper and rock.
    3. One point is given to the winner.
    4. The first to get five points wins the game. The total number of rounds played in total will also be displayed.
    5. Once the winner is determined, the player is asked to quit or restart the game
    6. Player can also quit the game at any time.

You can slightly modify the requirements as long as the basic game requirements remain the same. Check with the lecturer first.

Other requirements for this assignment are:

1. Create a Git directory for your assignment (including word or pdf documents and programming code). Make sure to include the link in your report.
2. Submit the following onto Learnline in a zip folder

* A report of the following format:
  + **Introduction**: Outline the objectives and requirements of the game and automated unit testing tool you will be using.
  + **Process**: You should clearly explain how TDD and automated unit testing tool have been used to create your program. Support it with relevant screenshots for each of the requirements.
  + **Conclusion**: conclude the report with lessons learnt and your GitHub link.
* The python file containing your game

Refer to the marking rubric for more details.