**Rock Paper & Scissor Game**

The Rock Paper Scissors game is developed entirely in Angular (Version 17).

Below is the logic utilized to determine the winner in each round:

C1: Player 1 choice

C2: Player 2 choice

R: Rock

P: Paper

S: Scissor

If C1 == C2

Then tie

Else if ((C1 == R && C2 == S) || (C1 == S && C2 == P) || (C1 == P && C2 == R))

Then Player 1 wins

Else

Player 2 wins

**Potential improvements with more time:**

* Enhance UI
* Implement save functionality
* Implementing responsive design for better adaptability across devices