RPSLS User Stories

**Out of 65 points**

Using the concepts of OOP by creating classes and using objects (instances of those classes) to interact with each other, create a console version of the classic game Rock Paper Scissors Lizard Spock.

**User stories:**

**(5 points):**As a developer, I want to make good, consistent commits.

**(15 points)**: As a developer, I want to find a way to properly incorporate inheritance into my game.

**(5 points)**: As a developer, I want to account for and handle bad user input, ensuring that any user input is validated and reobtained if necessary.

**(10 points):**As a developer, I want to store all of the gesture options/choices in a List<T>. I want to find a way to utilize the list of gestures within my code (display gesture options, assign player a gesture, etc).

**(10 points)**: As a player, I want the correct player to win a given round based on the choices\* made by each player.

**(10 points)**: As a player, I want the game of RPSLS to be at minimum a ‘best of three’ to decide a winner.

**(10 points)**: As a player, I want the option of a single player (human vs AI) or a multiplayer (human vs human) game.

\*

Rock crushes Scissors    
Scissors cuts Paper   
Paper covers Rock   
Rock crushes Lizard   
Lizard poisons Spock   
Spock smashes Scissors   
Scissors decapitates Lizard   
Lizard eats Paper   
Paper disproves Spock   
Spock vaporizes Rock

<https://www.youtube.com/watch?v=Kov2G0GouBw>

Classes:

Program Class

Players Class (Abstract)

Human Class

Computer Class

Gestures Glass

Game Class