

Cocharge Doc - Rock Paper Scissors Implementation

Requirements Met

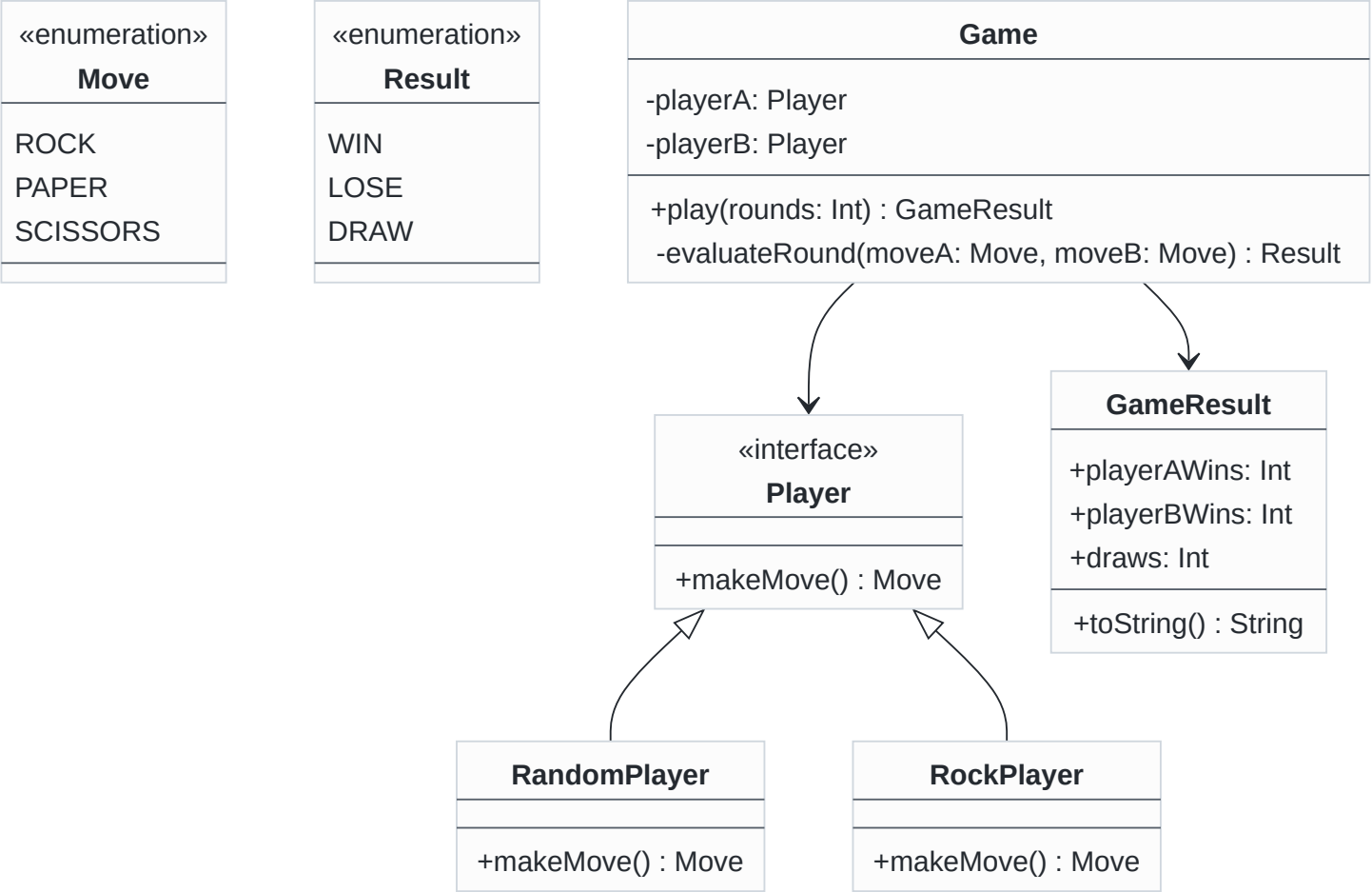
- Random vs Rock player implementation ✓
- 100 rounds of gameplay ✓
- Game logic evaluation ✓
- Win/loss/draw tracking ✓
- Test coverage ✓
- Clean code principles ✓

Technical Documentation

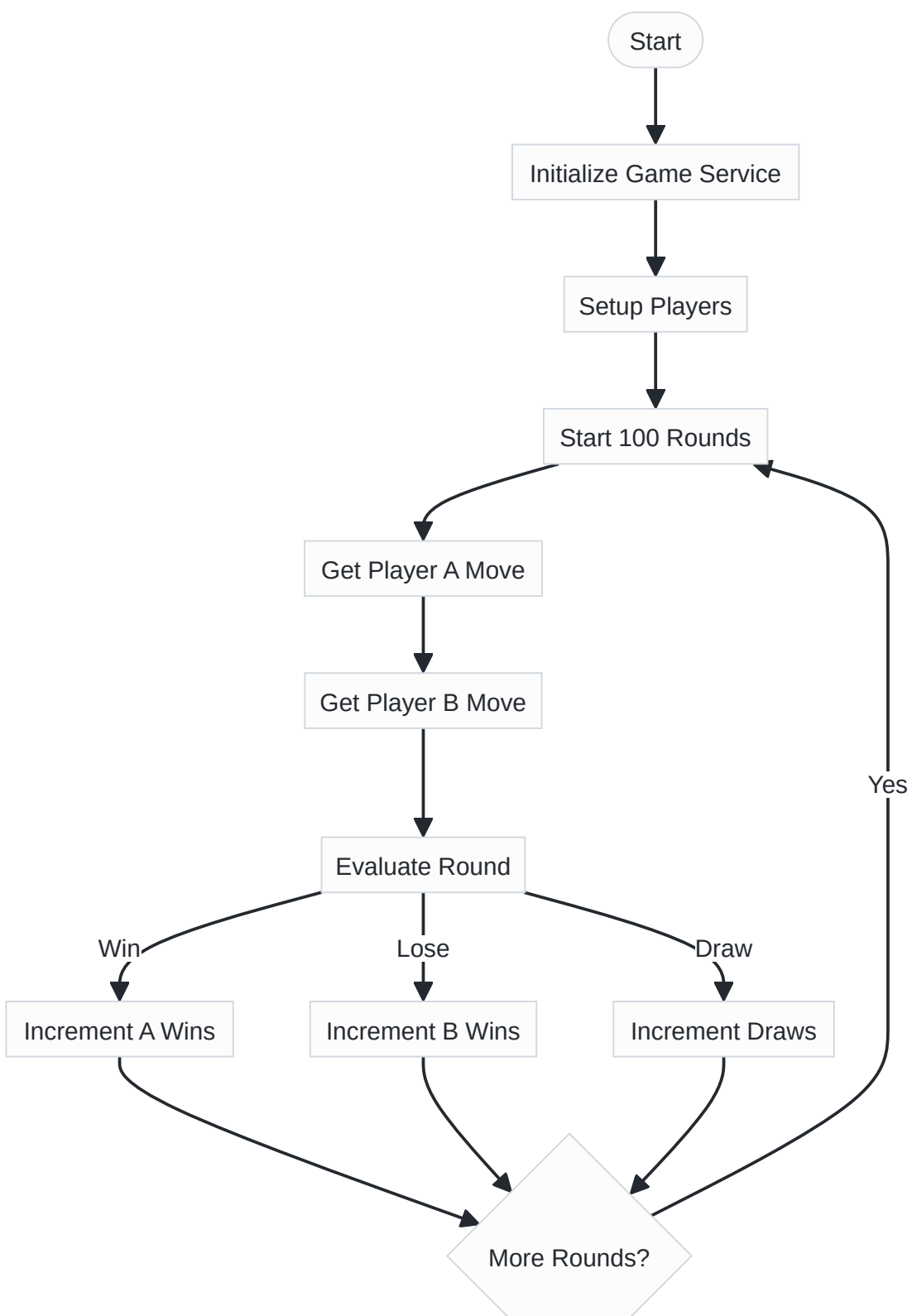
Project Structure

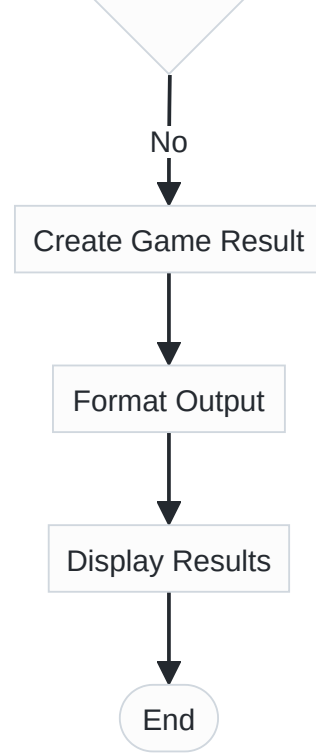
```
src/  
├─ main/kotlin/com/example/rps/  
│   ├─ domain/  
│   │   └─ model/  
│   │       └─ player/  
│   └─ application/  
│       └─ game/  
│           └─ service/  
└─ test/kotlin/com/example/rps/  
    └─ domain/  
        └─ application/
```

Class Diagram

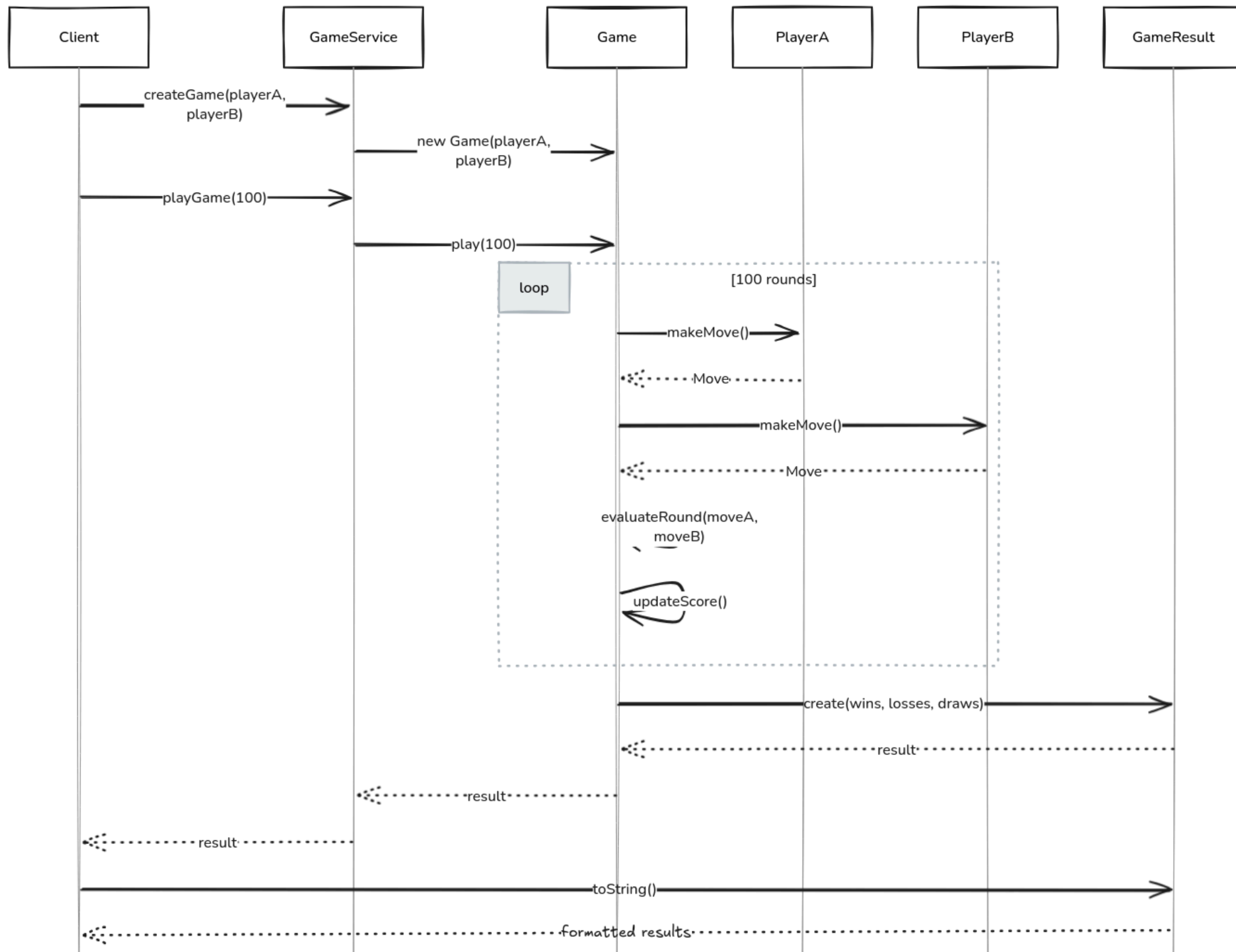


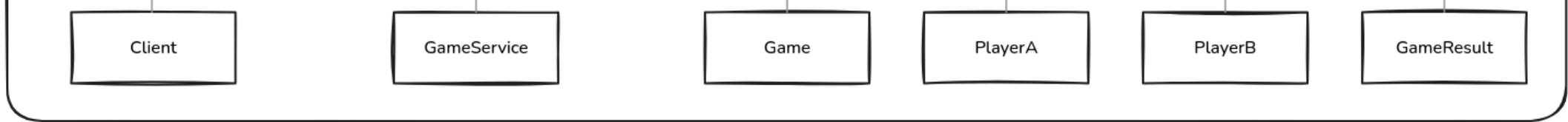
Flow Diagram





Sequence Diagram





Test Coverage

- Unit tests for all components
- Mock player interactions
- Game logic validation
- Result calculation verification

Build and Run

```
./gradlew build
./gradlew test
./gradlew run
```

Sample Output

