Developer Assignment 3 - Rock Paper Scissors

Information

User Story:
As a frequent game player,
I'd like to play rock, paper, scissors
So that I can spend an hour of my day having fun.

Objective
- I should be able to play Player vs Computer.
- I should be able to play Computer vs Computer.
- Each new game should be a different game.
- The game is a command line application.

(Don't know the game? https://en.wikipedia.org/wiki/Rockpaperscissors)

Technical constraints:
- The solution should be easily runnable from the command line.
- Third-party or external libraries should only be used for tests.

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Things to consider
- Mention setup and execution instruction in a README file.
- We are keen to see how much you think is enough, and how much would go into a Minimum Viable Product. As a guide, **elegant and simple** wins over feature-rich every time.
- Do you **test drive your code**? This is something we value and we will be looking for telling indicators of such in the code you produce.
- Do you care about how **easy is for others to understand** your code? Try to think if others would easily pick up from where you left.
- We also **consider the extensibility** of the code produced. A well-factored code should be easier to extend. https://en.wikipedia.org/wiki/RockpaperscissorslizardSpock may be a natural extension.
- Follow **the principles and general conventions** of your programming language of choice. Use the language which you feel most comfortable with, but please do **refrain from using esoteric languages**.
- We are expecting a **well-modelled solution**. Additionally, any indicator of design (**DDD,** or design patterns) would make us smile.

For any queries or clarification, please reach out to us at humans@mavericks-consulting.com.