

CSCI 120: Final Project Report

Team Members: Isaac T., Prustide B., Antonio L.

Introduction: What your project does

- Project structure and components:

- This project used Pygame for necessary game functions and Tkinter in order to create the GUI

- Key Functionalities, for each:

- The program functions through a GUI made with Tkinter. The GUI consists of 4 buttons (Rock, Paper, Scissors, Reset), and some labels which denote the title, and “Player” and their choice versus “CPU” and its choice. When the player selects Rock, Paper or Scissors, their choice is compared to that of the CPU, which randomly selects a value. If the player wins the screen displays “player wins” and gives the player a point. Otherwise, the match is either a draw or the CPU wins, neither of which affects the player negatively. The main window changes color each time the player wins a round.



- Known problems
- Describe
 - Bugs
 - N/A Early adaptation of the game was done through Pygame but the functionality with the buttons caused an unresolved issue which caused us to switch to Tkinter.
 - Limitations
 - Gameplay is simplistic, little to no replay-ability.
 - Limited to one player
- Potential future extensions
 - Timers
 - Tournament style
- Team member contribution
 - All created two previous iterations of the game
 - Antonio: Final report, Buttons function
 - Isaac: Created GUI
 - , Previous iteration of game
 - Prustide: Gameplay logic (Rock < Paper, Scissors > Paper, etc.)
 - • References: links to resources you have used such as tutorials, data, documentation, etc
 - <https://www.geeksforgeeks.org/python-display-text-to-pygame-window/>
 - https://pygame.readthedocs.io/en/latest/4_text/text.html .
 - https://pythonprogramming.altervista.org/buttons-in-pygame/?doing_wp_cron=1670790049.3881459236145019531250
 - <https://docs.python.org/3/library/tk.html>