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>.

**(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=cSLeBKT7-sM