Project: Rock Paper Scissors

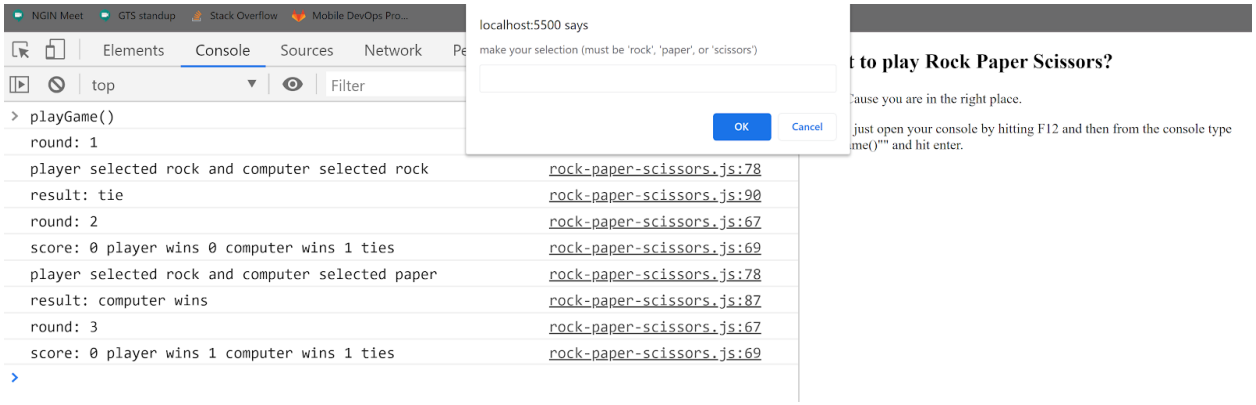
HTML / JavaScript

Introduction

For this project, we will use javascript to build a simple implementation of grade-school classic “rock paper scissors”. If you don’t know what that is check the Wikipedia article https://en.wikipedia.org/wiki/Rock_paper_scissors. We will load our game via an html page, but the page itself won’t be how we are playing the game. For that, we will use the browser console.

Assignment

Create a javascript game that is accessed via the browser’s console. When the game is launched, it should ask the player how many rounds they want to play. Then it will go through each round asking the player to choose rock, paper, scissors, and then choosing one of those randomly for the computer. At the beginning of each new round, the current score should be displayed and a final score also at the very end. Below is an example of what the final solution should look like.



Requirements

- Html page
    - Should load the javascript
    - Should have a welcoming message and short instructions on how to launch the game
- Javascript game
    - Launching the game should be done by running playGame() via the console
    - Use prompt() to get answers from the user

- The game should ask the player how many rounds to play
- Each round should consist of the following
  - Round number displayed and current score (how many player wins, computer wins, and ties)
  - Get the user's selection
  - Display the computer's selection and the result of that round
- For player selection of "rock", "paper" or "scissors"
  - allow for the answer to be case insensitive
  - If the value is not known (i.e. they entered "rokc" instead of "rock") it should use a default value so the code doesn't error out (i.e. entering anything other than "rock", "paper", or "scissors" will result in the default selection of "rock")
- At the end of the final round, display the final score
- For Extra Credit:
  - Try validating the inputs and not accepting values that are outside the expected values

Tips

- Use pseudocode to frame out the solution before writing the code
- prompt() returns a string and will need to be converted to a number if the value you want is numeric
- For code that requires repeating the same hardcoded string multiple times (i.e. "rock") it is best to set that value to a const or Enum
- Use the "debugger" statement to set a breakpoint in your code to see what it is doing and what values variables have at the time of execution
- This project should only require code elements that were covered in class

Turning it in

Projects are to be submitted via Github as a repo that is publicly accessible. Submit the link to this repo to the instructor before the last day of the class to receive credit for the work.