**CRC Cards: Rock-Paper-Scissors**

|  |  |
| --- | --- |
| **RockPaperScissorsGame** |  |
| * Start and run rounds forever * Ask each player for a move * Decide who won the round * Update the historical record * Display round result and running totals | * Player (p1, p2) * RockPaperScissorsRound * HistoricalRecord |

|  |  |
| --- | --- |
| **RockPaperScissorsRound** |  |
| * Hold the state of the round * Decide the outcome for the round * Provide text feedback on winner | * Player (p1, p2) * RockPaperScissorsGame * HistoricalRecord |

|  |  |
| --- | --- |
| **Player** |  |
| * Prompt the user for a move   (Rock / Paper / Scissors)   * Validate input and return a Move value * Display player name |  |

|  |  |
| --- | --- |
| **HistoricalRecord** |  |
| * Keeps running totals for each player   (wins and draws)   * Record the result of each round * Provide a summary for the game to display | * RockPaperScissorsGame * RockPaperScissorsRound |