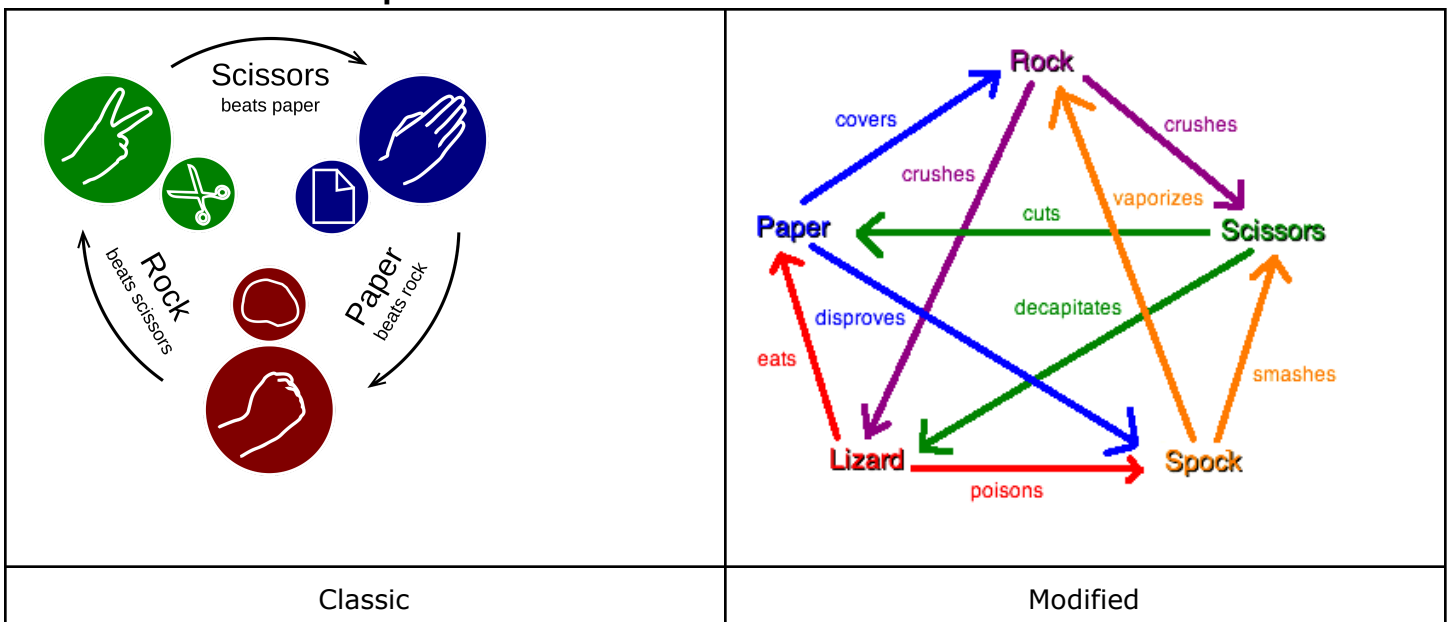


Rock, Paper, Scissors, Lizard, Spock The Game

[Rock, Paper, Scissors](#) is a classic 2-person game; a modern variant of this adds two extra elements (Lizard and Spock) with the basic idea remaining the same. In each round, the two players simultaneously throw a random “hand” with one of the elements, and the winner of that round is judged based on the rule-set for which elements defeat others.

Visually, you can find the rule-sets represented as below:

Upstream element defeats Downstream element

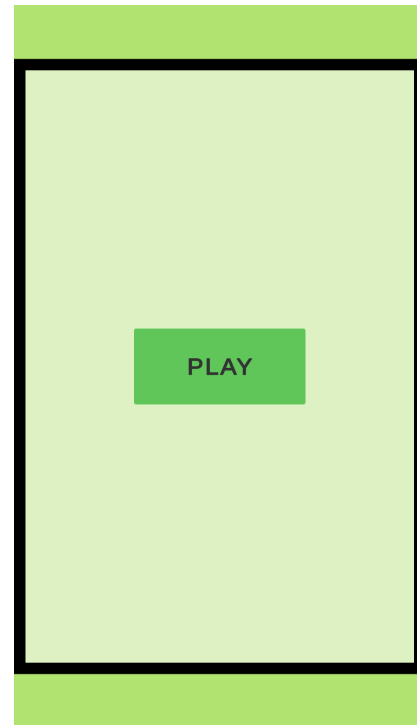


Goal:

Create a simple game modeled after the modified version (Rock, Paper, Scissors, Lizard, Spock)
To keep things simple, this will be a single-player (PvE) game where the player plays against the device (computer/phone)

Game Play:

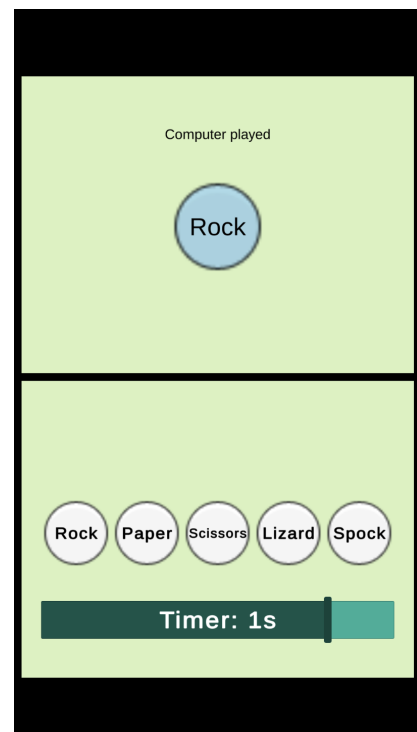
The main menu consists of just one button: **Play**



Clicking on **Play** will place the player in a **Round** where the screen is divided vertically into two halves.

In the top half, the AI plays a random hand.

The player now has to throw their hand before a timer (1 second or so) expires.



Game Loop:

If the player's hand wins, they move on to the next Round where the same thing repeats.

If the player's hand loses (or if they don't throw a hand before the timer expires) the game ends and they are placed back in the main menu.

The player is **scored** based on how many rounds they can manage to win continuously.
Display the current high-score in the main-menu in an appropriate location.

Submission guidelines

Required:

- Your **Unity Project** as a **git** repo
- A **playable .apk** that will work on any Android phone
- Any resume / CV / portfolio that you think will showcase your skills better and convince us of the rockstar you are

Optional:

- High level ideas on how you would improve this game in terms of game-play, meta, technology, etc
- List of Unity-asset-store or other resources you used when making this game

Notes:

- Feel free to use any code or other resources that *You* have created on other personal projects; but be sure to call out which parts were created from scratch and which were imported over
 - Feel free to use art & code assets from the Asset Store, popular forums, etc - provided you call them out as such along with your submission.
 - Try to restrict code samples you source from elsewhere to small generic components and not playable demos of the core mechanic (if such happen to be available anywhere)
 - The wireframes outlined in the Game Play section above are *for reference only* - feel free to design and implement your own UI/UX screens
-

Good luck; Have fun