Rock, Paper, Scissors

Objectives

1. To demonstrate your understanding of objects and functions
2. To demonstrate your understanding of controlling execution
3. To demonstrate your understanding of access control

Overview

Write a program that plays Rock, Paper, Scissors better than random against a human. Try to exploit that humans are very bad at generating random numbers.

Unit Test

UML is required Unit test in place before proceeding with code

Instructions

1. Program will calculate winner from best of 3
2. Program must have objects for game logic, human player, and computer player at minimum
3. Print score and winner every round
4. Print final winner at end of each game