Steps to run and test the application locally:

1) JDK should be installed

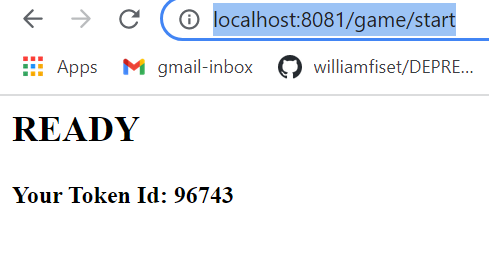
2) cd {folder-path}\rock-paper-scissor\target

3) java -jar rock-paper-scissor-0.0.1.jar to start the application on port 8081

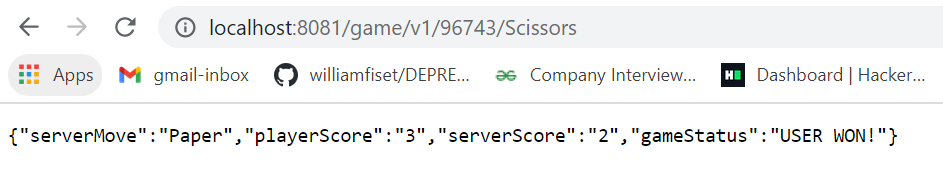
4) http://localhost:8081/game/start

To generate the token.

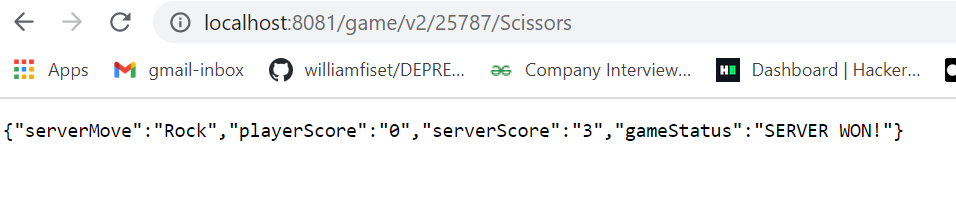
Sample Response:



5) <http://localhost:8081/game/v1/96743/Scissors> (random server move)



6) <http://localhost:8081/game/v2/96743/Scissors> (Server favoured)



**Creating table rock\_paper\_scissor inside game\_db (MySQL):**

CREATE DATABASE game\_db;

CREATE TABLE `rock\_paper\_scissor` (

`game\_id` int(11) DEFAULT NULL,

`server\_score` int(11) DEFAULT NULL,

`user\_score` int(11) DEFAULT NULL,

`game\_status` varchar(255) DEFAULT NULL,

`created\_date` datetime DEFAULT CURRENT\_TIMESTAMP,

`modified\_date` datetime DEFAULT CURRENT\_TIMESTAMP ON UPDATE CURRENT\_TIMESTAMP

) ENGINE=InnoDB DEFAULT CHARSET=latin1;