HOW TO PLAY

This classic game involves two players: player 1 and player 2. Player 1 is a human, while Player 2 can be either another human or computer.
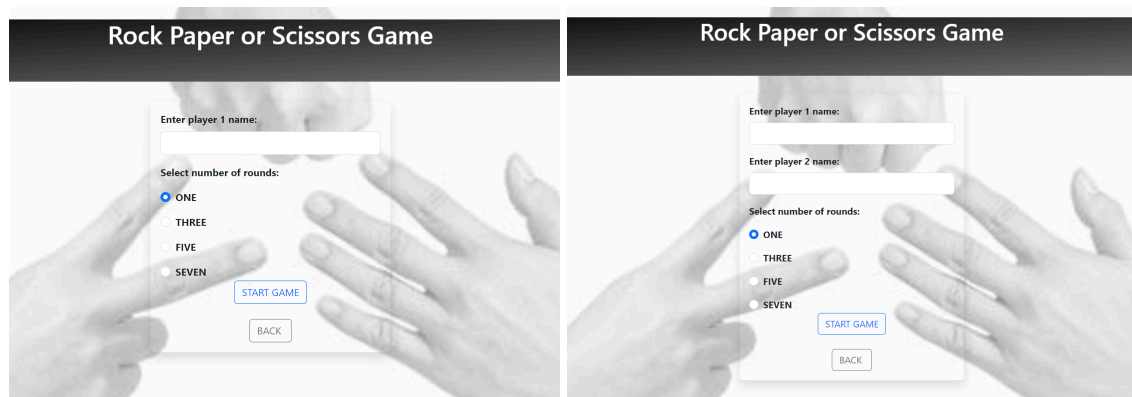
1. Select the number of players.

The first screen prompts the user to select the number of players. Choices are either one or two players as seen in the diagram.

If the user selects one player, then the player plays against the computer. Otherwise, the player plays against another player.

If the user selects the 'Next' button, it will prompt the user to enter player(s) name(s) and select the number of rounds as detailed in step 2.

2. Enter player name(s), select number of rounds, and start the game

Player(s) enters their names and then select the number of rounds of either one, three, five or seven. Below are the rules to win the game based on the number of rounds selected:

- One: The player that wins the round wins the game.
- Three: The first player that wins two rounds wins the game.
- Five: The first player that wins three rounds wins the game.
- Seven: The first player that wins four rounds wins the game.

For example, if the total round in a game is seven, and one player has already won four, the other player will never catch up even when they win the remaining rounds.

Draw
- A round can result in a draw if both players select the same shape.
- If the game results in a draw, then the players will play a one-round game. For more details about a game resulting in to draw, please see step 8.

When the user clicks the 'START GAME' button, then the game starts.

If the user wants to go back to select the number of players, the user needs to click the 'BACK' button.

3. Player 1 turn:

Player 1 chooses a shape by clicking it. Shapes are rock, paper and scissors as seen in the diagram. Once done, then player 2 chooses a shape.

Other information shown in the diagram are:
- The current round of the total round. As seen in the diagram, it is Round 1 of 1.
- Score. The player that wins a round increases their score to one.
- Look away message.
    - The other player waiting for their turn has to look away. As seen in the diagram above, it is player 1's turn (Natalia), so player 2 (Daniel) has to look away.
    - The message will not be visible if the game is a one-player game.

4. Player 2 turn:

- One-player game: Player 2 will be the computer. After player 1 selects a shape, the computer will select a random shape between rock, paper, and scissors in the background. The diagram in step three will not be displayed.
- Two-player game: Player 2 will be another human player. The procedure is the same as step 3. After player 2's turn, the next screen will display the round winner.

After player 2's turn, next screen will display the round winner

5. Display round winner:
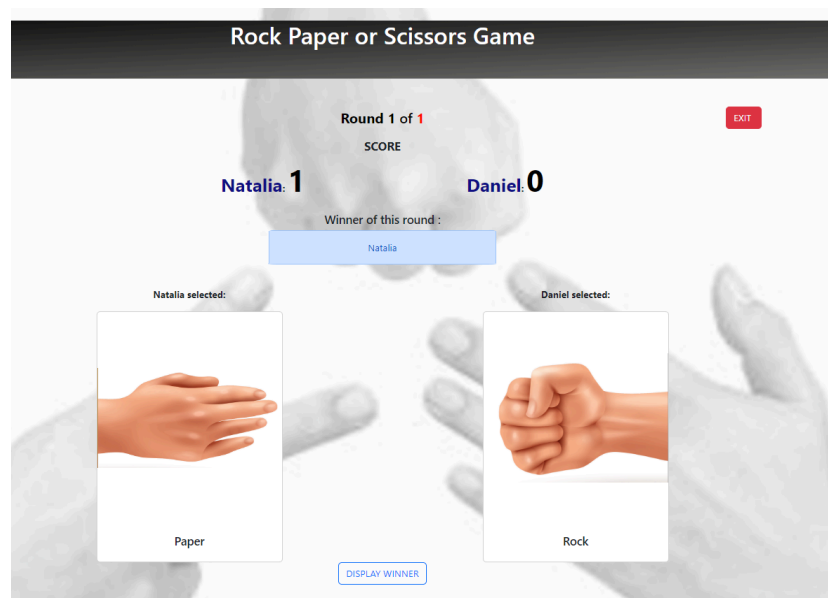
The winner of the round is declared and the shapes each player has selected is displayed as seen in the diagram.

In the game of rock paper and scissors:

- Rock beats scissors
- Scissors beat paper
- Paper beats rock.

The black button in the diagram above is labelled 'PLAY NEXT ROUND' as the winner is not yet determined. This is because only one round out of three has been concluded. Clicking this button will direct the players to play the next round.

Once the winner has been determined, then the black button will be labelled 'DISPLAY WINNER'. Clicking this button will display the game-winner.

6. Display game winner.

As seen in the diagram above, Natalia won the game. Clicking new game redirects the users to the first window: Select number of players.

7. If game is draw.

As seen in the diagram above, the game ends in draw. Hence one tiebreaker rounds need to be played to display the winner. Clicking the 'Tiebreaker' button will keep prompting the players to play one-round game until a winner has been determined