

Programming Project #1

CIS 2818 – Prof. John P. Baugh
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Objectives

- To create a basic user interface
- To create event listeners and handlers for UI components
- To create a basic test plan
- To produce a fully functional simple game

Instructions

You are charged with the responsibility of creating a basic dice game called **Rock-Paper-Scissors**. The rules of the game are quite simple.

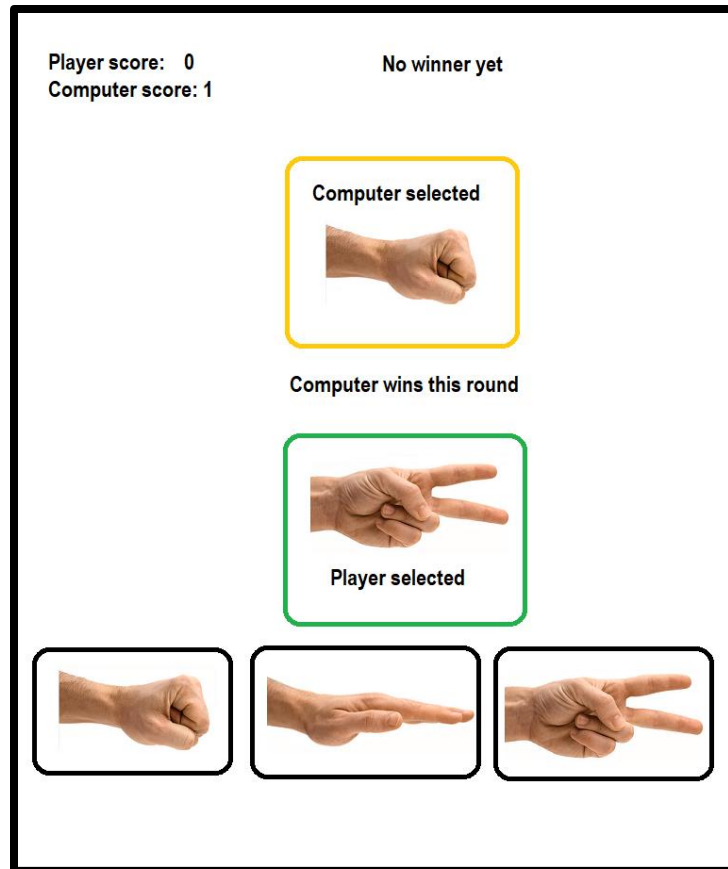
For each round, two players choose one of three symbols each: Rock, Paper, or Scissors.

Determining the winner is as follows:

- Rock crushes scissors (rock wins)
- Scissors cuts paper (scissors wins)
- Paper covers rock (paper wins)
- If both symbols are the same, it's a tie

You will use both **Buttons**, and a component known as the **ImageView** in Android. You will play against the computer (which will randomly select one of the symbols). You will also use other views such as labels (text views) to complete the project.

An example interface mockup is as follows:



Each round, the user will select one of the three buttons: Rock, Paper, Scissors (you can use whichever images you want that make sense). As soon as the player selects one of the symbols, the computer will randomly select one as well. Either the player or computer gets a point if they win a single round, and if there is a tie, neither of them get a point.

Then, the app must determine if the player wins, the computer wins, or if there is a tie.

When either the player's or computer's score gets to 10, a winner of the overall game is announced in the corner, and all the buttons should be disabled on the screen (i.e., the user cannot continue to play). A new button appears somewhere on the screen and asks if the player wants to play again. If he/she selects this button, the game will go back to playable, with the scores and winner reset.

Deliverables

Zip your entire Android Studio project up. **Make sure also to include screenshots of your app running.**

Upload the entire zip file to D2L on or before the due date.