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# Rock Paper Scissors

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## Rules

1. Strictly practice TDD
  - a. Follow the: Red-Green-Refactor cycle
  - b. Stop and read your code before refactoring.
  - c. Be sure to run your test after each cycle
2. Practice wishful coding
  - a. Do not write any production code until you have a failing test.
  - b. Or compilation failures to drive the need to implement the method.

## The Kata <sup>1</sup>

Rock Paper Scissors is a game involving two players making pre-defined hand gestures at each other. The gesture that each player uses is played against the other, with a winner being decided based on the rules being used.

The three gestures used in base Rock Paper Scissors are... well... rock, paper, and scissors. The way these are scored is as such: Rock beats Scissors, Scissors beats Paper, Paper beats Rock. It gets a lot more complicated when you introduce new gestures, but let's keep it simple for now.

As always, we want you to create a backend for the game that we can use to hook up to our many game clients we're going to be creating. Once again, feel free to use any front-end to test your program.

## Feature 1 - Implementing the Basic Rules

We're definitely going to need a way to decide who has won and who has lost, or whether the round has ended in a draw. Using the rules provided, give us an engine for deciding this based on the player's moves.

### Rock Beats Scissors

As a player

I want rock to beat scissors

So that I can play with rules I'm familiar with

- Given I have chosen rock  
When the opponent chooses scissors  
Then I should win
- Given I have chosen scissors  
When the opponent chooses rock  
Then they should win

### Scissors Beats Paper

As a player

I want scissors to beat paper

So that I can play with rules I'm familiar with

- Given I have chosen scissors  
When the opponent chooses paper

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<sup>1</sup> Source: <https://raw.githubusercontent.com/coulas/Craftsmanship/master/Katas/others/agileKatas/rockpaperscissors-kata.html>



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Then I should win

- Given I have chosen paper  
When the opponent chooses scissors  
Then they should win

### Paper Beats Rock

As a player

I want paper to beat rock

So that I can play with rules I'm familiar with

- Given I have chosen paper  
When the opponent chooses rock  
Then I should win
- Given I have chosen rock  
When the opponent chooses paper  
Then they should win

### Same Move Results in Draw

As a player

I want the same moves to draw

So that I can play with rules I'm familiar with

- Given I have chosen rock  
When the opponent chooses rock  
Then it should be a draw
- Given I have chosen scissors  
When the opponent chooses scissors  
Then it should be a draw
- Given I have chosen paper  
When the opponent chooses paper  
Then it should be a draw