Rock Paper Scissors Game

# Scenario

Every since you were small, you have loved the game ‘Rock / Paper / Scissors’ and you have decided to create a custom version of this game. The rules are simple…

* Rock beats scissors
* Scissors beats paper
* Paper beats rock

Your game should allow users to play ‘Rock / Paper / Scissors’ against the computer. Here are some features that your game **might** have (your first job will be to work out exactly how the game will be structured).

* User enters an option and their choice is compared with the computers (randomly generated) choice
* Score mechanics need to be implemented.
  + Games could be based on how many rounds have been won / lost / drawn
  + Games could be set up so that the winner is the first to win ‘x’ number of games where ‘x’ is chosen by the user at the start of the game.

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| Variations (optional) Here are some variations you could consider…   * Give users the option either playing a given number of rounds or a ‘continuous play’ mode where the game / rounds continue until the user enters an exit code. * Implement the now famous rock / paper / scissors / lizard / Spock (rules are here: <http://bigbangtheory.wikia.com/wiki/Rock_Paper_Scissors_Lizard_Spock> ) |

## Task

1. Decompose the problem (write down the decomposition on the template supplied)
2. For each part of the problem, write (and test) each piece of code. Before you write a piece of code, you should generate a quick test plan so that you can confirm that the code works correctly.
3. Combine your code into a fully working program
4. Test and debug your program to ensure that it works for expected, boundary and unexpected values
5. Ask a friend / parent to play your game. Watch them as they do this and make note of any changes that could be made to make the game easier to use
6. Make the changes identified in the previous step
7. Retest your game to ensure that it still works correctly