Project 2

Rock, Paper, Scissors, Lizard, Spock (PP_4_13)

http://www.youtube.com/watch?v=Kov2G0GouBw

Design and implement an application that plays Rock, Paper, Scissors, Lizard, Spock against the computer. The user should select Rock, Paper, Scissors, Lizard or Spock. The program should randomly select a number. The program should then reveal both choices and prints a statement indicating whether the user won, computer won or there was a tie. Continue playing until the user chooses to stop and then print the number of user wins, losses and ties. The class name should be "RPSLS". You could use multiple classes, but only one is required.

Extra Challenge (8 points) - Offer the user a "best of" option. Play until a winner is determined. (*Remember*: If there is a best of "7" selected, if the first four attempts are all wins for the user, there is no reason to play the 5th attempt)

The program should request a user to enter "rock", "paper", "scissors", "lizard" or "Spock". The program should keep a running total of wins/losses/ties. The game should continue until the user wants to stop playing [unless the user selected a *best of* option]

Here is a **sample** display:

How about a "best of" competition? (3, 5, 7) **N [Challenge Only]**

Please enter rock, paper, scissors, lizard or Spock: **Rock**

The computer selected: **Scissors --- You Win!**

Do you want to play again? **N**

Wins – **1**
Losses – **0**
Ties - **0**

* You may not use any source code from the Internet. Anyone who uses code from an outside source (Internet/Friend/YouTube) will get a zero for the project and an F in this course. You have been notified. *

Skills demonstrated in this assignment

- Comments (Chapter 1)
- Constants and variables (Chapter 2)
- Order of operations (Chapter 2)
- Reading input data (Chapter 2)
- Creating objects (Chapter 3)
- Importing Java Packages (Chapter 3)
- Utilizing the random class (Chapter 3)
- Proper format output (Chapter 3)
- If statements (Chapter 4)
- While Loops (Chapter 4)
- Comparing Data (Chapter 4)
- Sentinel Values (Chapter 4)

Grading

- Code Formatting (3 pts)
- Comments/variable/class names (4 pts)
- Formatting display (3 pts)
- Proper Java packages (2 pts)
- Random Code (3 pts)
- Reading input (4 pts)
- Comparison Statement (7 pts)
  - Switch (7 pts) / if (5 out 7)
- Running Total W/L/S (7 pts)
- While Loop (5 pts)
- Sentinel Value (3 pts)
- Program upload (3 pts)
- R, P, Sc, L, Sp (6 pts) [R,P,S **-6 pts**]

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