

Lesson 5: Rock, Paper, Scissors!

Topics covered in this class:

1. Generating **random** numbers.
2. Using user-input

Task:

Make a program to play Rock, Paper, Scissors against the computer.

- Let the player choose their move (Rock, Paper or Scissors) by pressing a key on the Keyboard
- Generate a random move for the computer
- Compare both moves and determine whether the player has won, drawn or lost.



Breakdown of steps:

1. Use **void keyReleased()** to choose the player's move and generate a random move for the computer when a key is pressed. Store these values in different variables.
2. Compare the moves using **if()** statements and display the winner on the screen.

An incomplete section of the code is shown below. in the example, **playerHand** is the player's move and **computerHand** is the computer's random move:

```
void keyReleased() {
    if(playerHand == rock && computerHand == paper) {
        //display "You lose :("
    }
    ...
}
```

2. Copy the code above and write the remaining possible conditions.

If you're finished early:

- Can you rewrite your code to use the minimum number of **if()** statements possible?
- Can you add images to your game using **PImage**, **loadImage()** and **image()** functions?