Rock, Paper, Scissors Game Assignment

Your goal of this assignment is to demonstrate:

* a strong grasp of using && in if statements
* a strong grasp of using variables
* use of fonts and images

Create a keyPress based rock paper scissors game.  This can be 2 players or 1 player. (One player is one of the extra challenges.)

Save your file on the common drive with a sensible file name.

Basic 2 Player Game (80%)

1. Introduce the game and give the instructions.
2. Display pictures on the screen for each of your choices.
3. Ask player 1 to choose from their keys (such as a for rock, b for paper, etc.) and store that value into a variable.
4. Ask player 2 to choose from different keys (such as r for rock, p for paper, etc.) and store that value into a variable.
5. Use an if… else if… else statement to determine and display who won.

Final 20% - Choose **any 2** of the following additions.  Each is worth 10%.  Read all before beginning.

1. Keep score - add variables to store each player’s score and then add an area to display the score.
2. Save a copy, then recode the program so that Player 2 becomes the computer who generates its code with a Math.random() line.
3. Combine the 2 files together and somehow give the user a choice of which game (1 or 2 players) to play
4. Add button clicks rather than keyPresses to trigger the players choice (in other words, they could click on the rock picture to choose rock).