

# Rock Paper Scissors Randomness (30pts.)



There are two Rock/Paper/Scissors Games that will be shared with you. One works correctly and the other is broken (stated in the name of the game). Your job is to recreate the game that is broken and fix it. Below are hints as to what sections of code need to be repaired.

1. When I (The Player) press “K”, nothing happens.	5 pts.
2. The series of “If/Then” Statements that determines the winner and tallies the score, never gets triggered.	5 pts.
3. When I (The Player) select scissors, I always see a rock.	5 pts.
4. When the Computer selects scissors, I always see a paper.	5 pts.
5. When I win, the computer always says, “You Lose!”	5 pts.
6. When I win, my score never increases.	5 pts.

ScissorPaperRock (Broken)

by JohnHarrington

## Rock / Paper / Scissors

Click the Green Flag to reset the game.  
Type J, K or L to Start the game.

Player Score: 1    Computer Score: 2

**Scripts**    **Costumes**    **Sounds**

- Motion**
- Looks**
- Sound**
- Pen**
- Data**
- Events**
- Control**
- Sensing**
- Operators**
- More Blocks**

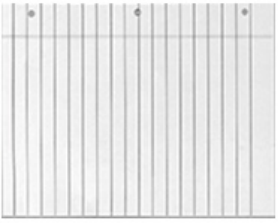
**when green flag clicked**

- switch costume to info
- set Paper to 0
- set Scissors to 1
- set Rock to 2
- set Computer score to 0
- set Player score to 0
- when I receive key
- switch costume to info
- when K key pressed
  - set Paper to 1
  - switch costume to rock
  - broadcast Show rnd
- when L key pressed
  - set Paper to 1
  - switch costume to scissors
  - broadcast Show rnd
- when K key pressed
  - set Computer score to 1
  - switch costume to rock
  - broadcast Determine Winner
  - wait 2 sec
- when L key pressed
  - set Computer score to 1
  - switch costume to scissors
  - broadcast Determine Winner
  - wait 2 sec

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# Rock / Paper / Scissors

Click the Green Flag to reset the game.  
Type J, K or L to Start the game.



Player Score **1**

Computer Score **2**

X: -240 Y: 180

New sprite:

Stage  
2 backdrops  
Sprites  
Player  
Computer

New backdrop:

Scripts  
Costumes  
Sounds

- Motion
- Looks
- Sound
- Pen
- Data
- Events
- Control
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- move **10** steps
- turn **15** degrees
- turn **15** degrees
- point in direction **90**
- point towards mouse-pointer
- go to x: **118** y: **-13**
- go to mouse-pointer
- glide **1** secs to x: **118** y: **-13**
- change x by **10**
- set x to **0**
- change y by **10**
- set y to **0**
- if on edge, bounce
- set rotation style left-right
- x position
- y position
- direction

```

when green flag clicked
  set Computer score to pick random 0 to 2
  if Computer = 2 then
    switch costume to rock
  else
    if Computer = 0 then
      switch costume to paper
    else
      if Computer = 1 then
        switch costume to scissor
  broadcast Determine Winner

when clicked
  switch costume to Lando
  set Paper to 0
  set Scissors to 1
  set Rock to 2
  say Press the Space Bar when you are tired for 3 secs

when receive Space
  switch costume to Lando

if Player = 2 and Computer = 0 then
  change Computer score by 1
  say You lose, Paper covers Rock for 2 secs
  change Paper score by 0
  say You Lost, Paper covers rock for 2 secs
  else
    if Player = 1 and Computer = 0 then
      change Paper score by 0
      say You Lost Scissors cuts out for 2 secs
    else
      if Player = 0 and Computer = 1 then
        change Computer score by 1
        say You lose, Scissors cuts out for 2 secs
      else
        if Player = 2 and Computer = 1 then
          change Paper score by 0
          say You Lost Rock breaks scissor for 2 secs
        else
          if Player = 1 and Computer = 2 then
            change Computer score by 1
            say You lost Rock breaks scissor for 2 secs
          else
            if Player = 0 and Computer = 0 then
              say Tie! for 2 secs
            else
              if Player = 1 and Computer = 1 then
                say Tie! for 2 secs
              else
                if Player = 2 and Computer = 2 then
                  say Tie! for 2 secs
  
```