

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 score
- switch costume to info
- when K key pressed
- set Player to 1
- when I key pressed
- set Player to 2
- switch costume to rock
- broadcast Show rnd
- when I key pressed
- set Player to 1
- switch costume to scissors
- broadcast Show rnd

when score key pressed

- forever loop:
 - wait 0.5 sec
 - set Computer to pick random to 2
 - if Player = Rock then
 - switch costume to rock
 - broadcast Show rnd
 - else
 - if Player = Paper then
 - switch costume to Paper
 - broadcast Show rnd
 - else
 - if Player = Scissors then
 - switch costume to rock
 - broadcast Show rnd
 - wait 2 sec
 - broadcast Determine Winner

