

Game builder: logic and coding

Create instructional lists for a program around the real-world game of Paper, Scissors, Rock in the left hand column. After reading about object-orientated coding on Game Builder, create a similar list in the right-hand table, this time creating instructional lists for each object of a paper, scissors, rock game.

Write in order, a list of instructions to play Paper, Scissors, Rock	Object	Instructions
	Player one	
	Player two	
	Rock	
	Paper	
	Scissors	