Example Design Sketch for Rock, Paper, Scissors

**RPSController**
RPSController is the controller for the Rock, Paper, Scissors game. It takes input from the user and changes the model accordingly. It also changes the view to reflect the model.

- **Instance variables**
  - model - an instance of RPSLogic
  - view - an instance of RPSView
- **Instance methods**
  - updateModel - updates model with user input
  - updateView - updates view with changed model
  - keyTyped - for KeyListener interface
  - keyPressed - for KeyListener interface
  - keyReleased - for KeyListener interface
  - main()

**RPSLogic**
RPSLogic is the model for the Rock, Paper, Scissors game. It stores information about the current state of the game. It has functions that can be called by the controller.

- **Instance variables**
  - score - an int array of length 2 that keeps the score of user and computer
- **Instance methods**
  - getScore - returns the current score
  - whoWon - compares the user's choice with the computer's choice and determines the winner
  - cChoice - cChoice uses a random number generator to determine the computer's choice
  - updateScore - updates the score in RPSLogic according to who wins

**RPSView**
RPSView is the view for the Rock, Paper, Scissors game. It displays information to the user. It is updated by the controller.

- **Instance variables**
  - instructions - a String
  - message - a String
- **Instance methods**
  - createDisplay - creates the display for the instructions
  - updateScore - updates the score seen by user
  - updateMessage - updates the message seen by user based on who won last game (called by the controller)