🪨 📄 ✂️ RPS Game Overlay – Documentation

By TheDoctorTTV

📦 Overview

This is an interactive **Rock Paper Scissors** simulation built with HTML5 <canvas> and designed as a **stream overlay**.

🎮 You can access the overlay directly at:

🔗 **https://rps.thetimevortex.net/**

Simply add this as a **Browser Source** in OBS or any streaming software that supports it.

📑 How to Use

1. Open the overlay from a browser or from OBS.

2. Fill in the following settings:

   o **Size**: Size of each object

   o **Speed**: Movement speed

   o **Count**: Number of rocks, papers, and scissors

   o **End Timer (s)**: Duration before forcing a win if only 2 types remain

   o **Streamer.bot Action Name**: Enter the name of your action

3. Press **Start Game** to begin.

🤖 Streamer.bot (Required)

This overlay requires **Streamer.bot** to send winner data to an action.

At the end of a game, the overlay:

- Triggers the specified **Action Name** in Streamer.bot

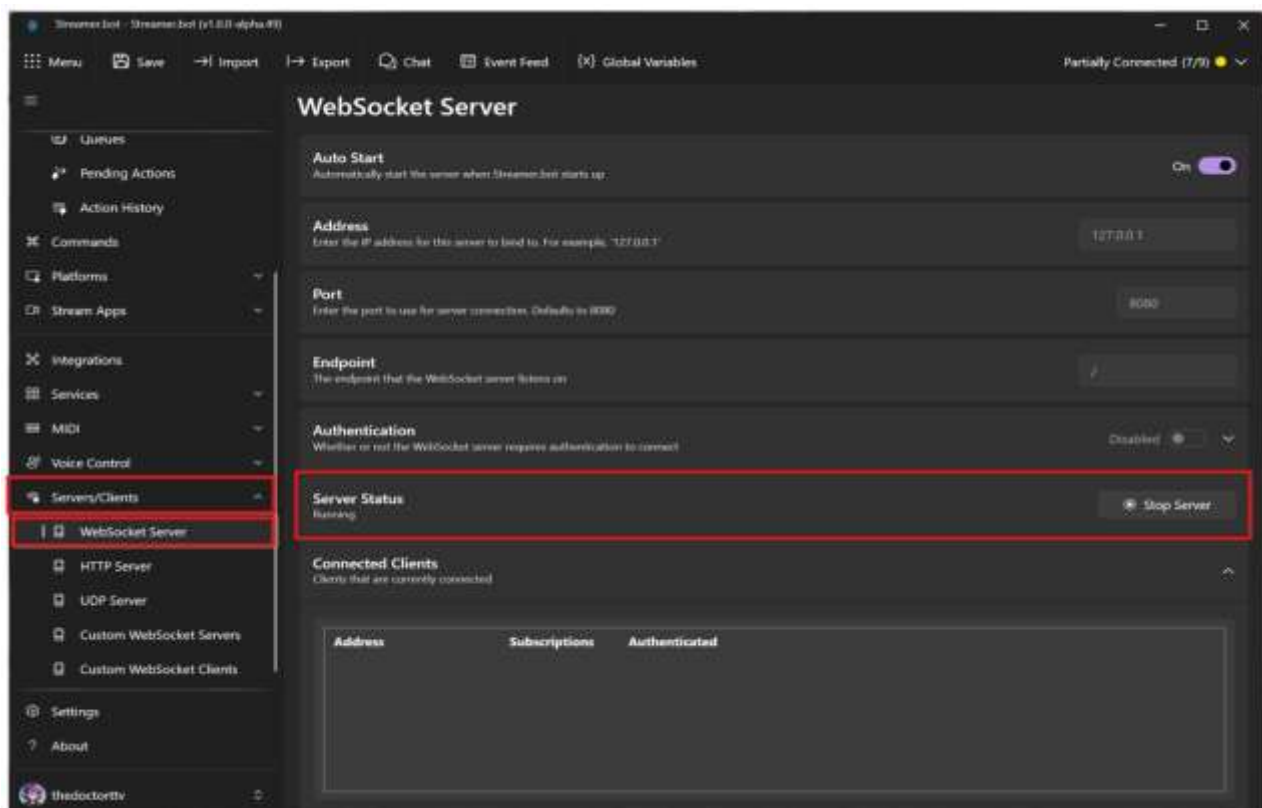- Sends a variable named:
  👉 **%RPSWinner%**

You can use this variable in Streamer.bot to:

- Display winner on screen

- Play sound effects

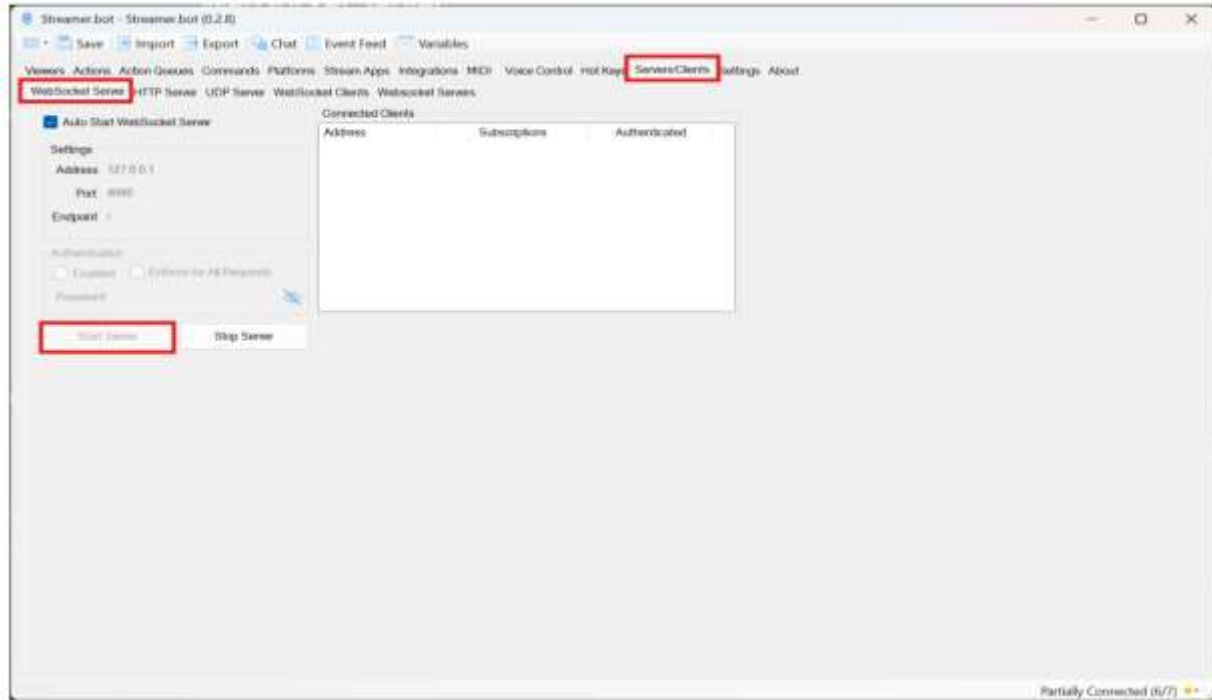- Trigger other actions (e.g. points, chat messages, etc.)

⚙️ Requirements

- ✅ Download [Streamer.bot](#)

- ✅ Import [RPS-Stream-Overlay-Game.thedoctorttv](#) into Streamerbot

- ✅ OBS, Twitch Studio, or any app that supports a browser source

- 🔌 Streamer.bot **WebSocket server must be enabled**

  - o Default address: ws://127.0.0.1:8080

Streamerbot 1.0.0

Streamerbot 0.2.8

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🌐 Website: https://www.thetimevortex.net

If you enjoyed the game and want to support its development:

💖 Support Me on Ko-fi: https://ko-fi.com/W7W85M9HD