


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:
 - **Size:** Size of each object
 - **Speed:** Movement speed
 - **Count:** Number of rocks, papers, and scissors
 - **End Timer (s):** Duration before forcing a win if only 2 types remain
 - **Streamer.bot Action Name:** Enter the name of your action
 3. Press **Start Game** to begin.
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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%**

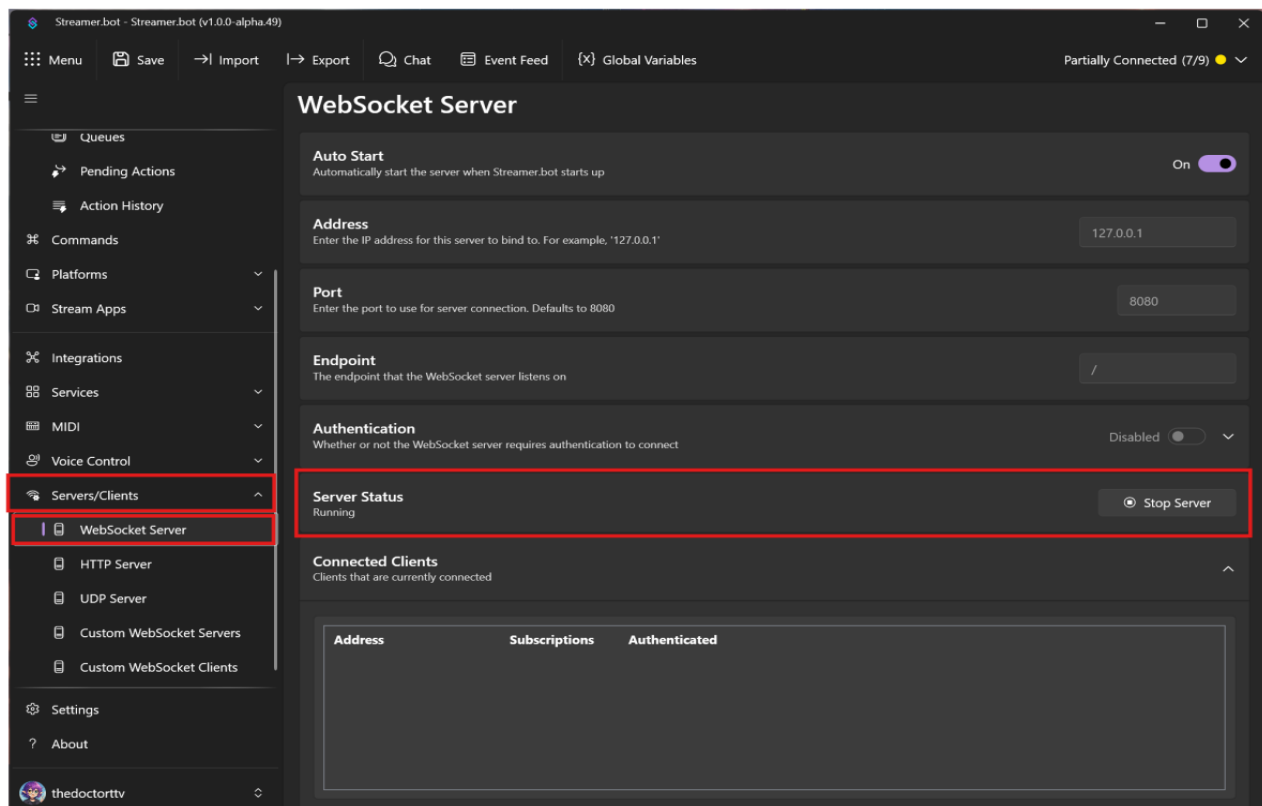
You can use this variable in Streamer.bot to:

- Display winner on screen
- Play sound effects
- Trigger other actions (e.g. points, chat messages, etc.)

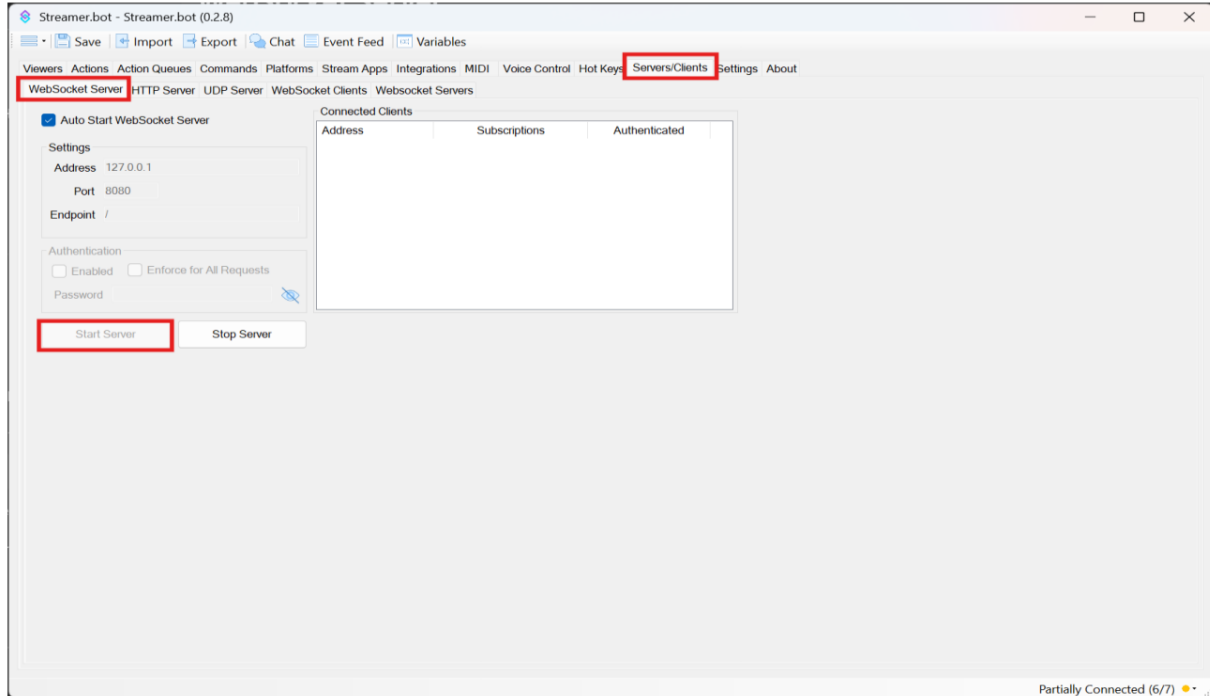
🔧 Requirements

- Download [Streamer.bot](#)
- Import [RPS-Stream-Overlay-Game.thedoorttv](#) into Streamerbot
- OBS, Twitch Studio, or any app that supports a browser source
- 🚫 Streamer.bot **WebSocket server must be enabled**
 - 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>