

Rock-Paper-Scissors Game

Overview:

I have created a classic rock-paper-scissors game using HTML, CSS, and JavaScript. The game is a simple yet entertaining way to play the timeless hand game against the computer.

Features:

Interactive Gameplay: Players can click on the rock, paper, or scissors buttons to make their choice, with the computer generating a random choice.

Result Display: After each round, the game displays the player's choice, the computer's choice, and the result (win, lose, or draw).

Score Tracking: The game keeps track of the player's score, updating it after each round to reflect wins, losses, and draws.

CSS Styling: The game features a visually appealing design, with CSS used to style the layout and buttons.

Technologies Used:

HTML: Used for the structure and content of the game.

CSS: Used for styling the game and creating animations.

JavaScript: Used for implementing the game logic, including generating the computer's choice, determining the winner, and updating the score.

Future Enhancements:

Difficulty Levels: Implement different difficulty levels for the computer opponent, offering a more challenging experience for advanced players.

Multiplayer Mode: Add a multiplayer mode, allowing players to compete against each other online.

Customizable Rules: Allow players to customize the game rules (e.g., adding new hand gestures) for a unique gameplay experience.

Conclusion:

In conclusion, this rock-paper-scissors game is a fun and entertaining project that demonstrates my skills in web development using HTML, CSS, and JavaScript. Its interactive gameplay, score tracking, and visually appealing design make it a standout project that can be enjoyed by players of all ages.