

L12 Tasks

L12-T1: Rock-Paper-Scissors-Lizard-Spock

NOTE: You should have all the required skills to plan & implement this task, even though the instructions are “a bit vague” :-)

The task of this exercise is to program an infamous game of Rock-Paper-Scissors-Lizard-Spock. For this task definition, check out the YouTube video: <https://www.youtube.com/watch?v=x5Q6-wMx-K8>

The difference between this and regular rock-paper-scissors is a small added complexity, now each option can beat two different choices and can also lose to two different choices. Here is a diagram defining the relationships:



Create a game loop (that’s just a regular while loop!) that asks for user input. User should select one of the options from Rock-Paper-Scissors-Lizard-Spock or type “exit” to stop the program. The game must play repeatedly until the player wants to exit.

Initialize the options as a list of strings [“Rock”, “Paper”,...]. Use Python’s random-module to select the computer’s answer from the list.

NOTE: Use `random.seed(0)` at the start of the code (just under imports for example). This way Code-Grade can check it and the code returns the same answer every time.

HINT: This is probably easiest to implement with multiple IF-ELSE structures.

Example run:

```

Rock, Paper, Scissors, Lizard, Spock? (type exit to quit):
Spaceship
That's not a valid play. Check your spelling!
Rock, Paper, Scissors, Lizard, Spock? (type exit to quit):
Rock
You won! Rock triumphs Lizard
Rock, Paper, Scissors, Lizard, Spock? (type exit to quit):
Spock
You won! Spock triumphs Rock
Rock, Paper, Scissors, Lizard, Spock? (type exit to quit):
Paper
You lost! Paper loses to Scissors
Rock, Paper, Scissors, Lizard, Spock? (type exit to quit):
exit
  
```