**PROJECT 2: THE RANDOM GAME**

ICS 3U - extensions

ICS 3u & 3C

Now that you have learned to use the random module. Use that module to create your own game, or make the back-end of an existing game (ie. Rock/paper/scissors) . In this game you must use:

1. The random module
2. Menu - Options
   1. Play Game
   2. See Results
   3. Exit
3. Create an A.I. to play against
4. Ask the user their name
5. Give the A.I a random name from a list of names
6. Display the winner
7. Store score (streak?) in a list. (NOTE: list will reset each time you run the program)
8. Make the game as robust as possible (ie. No possibility of error message displaying)

\*\*\*\*\*\*\*\*\*\*NOTE: DON’T FORGET ABOUT USING FUNCTIONS for repeated processes\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

