Project 4: Rock, Paper, Scissors Game

Description

This project is a simple implementation of the Rock, Paper, Scissors game. The user is prompted to choose between rock, paper, or scissors, and the computer makes a random choice. The program then compares the user's choice with the computer's choice to determine the winner and displays the result.

Key Technologies

- **Python:** Used for implementing game logic, handling user input, and generating random choices.

- **Random Module:** Used to generate random choices for the computer.

- **Conditional Statements:** Used to determine the outcome of the game based on user and computer choices.

- **Concepts Covered:** User input handling, conditional statements, and random number generation. Demonstrates simple game logic and serves as a foundation for more complex games and applications.