



import random

def main():

continue\_playing = 'yes'

while continue\_playing.lower() == 'yes':

user\_weapon = get\_user\_weapon() # get the user's weapon choice

opponent\_weapon = get\_opponent\_weapon() # get the opponent's weapon choice

determine\_winner(user\_weapon, opponent\_weapon) # determine the winner

continue\_playing = input("Do you want to play again? (yes/no): ")

def get\_user\_weapon():

print("Choose your weapon:")

print("1. Rock")

print("2. Paper")

print("3. Scissors")

choice = get\_choice()

return choice

def get\_choice():

choice = None

while choice not in [1, 2, 3]:

user\_weapon = input("Enter the number of your choice (1-3): ")

if user\_weapon == "1" or user\_weapon == "2" or user\_weapon == "3":

choice = int(user\_weapon)

else:

print("Invalid input. Please enter a number between 1 and 3.")

return choice

def get\_opponent\_weapon():

return random.randrange(1, 4) # randomly return 1, 2, or 3

def determine\_winner(user\_weapon, opponent\_weapon):

# instructions for each weapon

if user\_weapon == 1:

user\_choice = 'Rock'

elif user\_weapon == 2:

user\_choice = 'Paper'

else:

user\_choice = 'Scissors'

if opponent\_weapon == 1:

opponent\_choice = 'Rock'

elif opponent\_weapon == 2:

opponent\_choice = 'Paper'

else:

opponent\_choice = 'Scissors'

print(f"You chose: {user\_choice}") # show user's choice

print(f"Opponent chose: {opponent\_choice}") # show opponent's choice

if user\_weapon == opponent\_weapon:

print("It's a tie.")

elif (user\_weapon == 1 and opponent\_weapon == 3) or \

(user\_weapon == 2 and opponent\_weapon == 1) or \

(user\_weapon == 3 and opponent\_weapon == 2):

print("You win.")

else:

print("You lose.")

if \_\_name\_\_ == "\_\_main\_\_":

main()

print("Completed by Ben Andrews")