Computer Science Project Report

We chose Rock Paper Scissors, which originates from China's Han dynasty. There have been many adaptations to Rock Paper Scissors providing us with the game we play today.

When the code is run, the user will be prompted to input 0 or 1 in order to either play or quit the game. After that they will be prompted to enter a 1 2 or 3 representing rock paper or scissors. After they do this, they will be told if they won, lost, or tied the game. They will then be presented with the score between them and the computer since they ran the code.

We have a Menu class with a printmenu() method. This prints the initial menu and allows the user to decide if they want to play another game or exit the program. We also have a Game class with a play() function. The play function allows the user to pick an option from rock, paper, or scissors, has the computer pick an option from the three, and decides the winner.

We used integer variables to store how many wins the user and computer has, as well as ties. We used a Boolean in the printmenu() loop, which gets set to False if someone decides to exit the game. We use an int to determine who wins a certain game.

We imported the random library, so we could use the randint() method, which allows the computer to pick a random option between rock, paper, or scissors.

When we ran the code and put something other than the prompted choices, it kept telling us that we tied. To fix this we added more else statements so that it would prompt us to input one of the choices provided.

If we wanted to expand our code, we could have added actual buttons for the user to press. This would have also avoided our issue of entering something that was outside of the prompted choices. One other thing is that we could have added pictures to enhance our visual effects.