Report: Snake, Water, and Gun Game Implementation

GITHUB:

Overview

This Python script implements a simple version of the \*\*Snake, Water, and Gun\*\* game, a variation of "Rock, Paper, Scissors." The user competes against the computer in a randomized match, following specific rules to determine the winner.

How It Works

1. Game Setup

- Numeric values are assigned to the game items:

- Snake = `-1`, \*\*Water\*\* = `0`, Gun = `1`.

- The user inputs one of the options, which is converted to lowercase and mapped to its respective value.

- Invalid inputs prompt the user to choose a valid option.

2. Computer Choice

- The computer randomly selects an item using `random.randint(-1, 2)`, which generates a number between `-1` and `1`.

3. Comparison Logic

- Choices are compared using these rules:

- Snake (`-1`) beats Water (`0`).

- Water (`0`) beats Gun (`1`).

- Gun (`1`) beats Snake (`-1`).

- A tie results in a re-prompt for the user to play again.

4. Outcome

- Based on the comparison:

- The user wins: `"U won"`.

- The user loses: `"U loose"`.

- A tie: `"Both are same"`.