

Rock, Paper, Scissors

We are going to create a rock, paper, scissors game in Python. In the game, rock beats scissors, paper covers rock, and scissors cut paper. The game will be played between a user and then computer.

1. Take in user input. Ask the user what action they want to play and then assign that action to a variable called “user_choice”. The three actions are either rock, paper, or scissors.
2. Create a list with the three actions as strings. Use this list to randomly select one of the actions and assign this selection to a variable called “computer_choice”. Hint: use the function “random.choice()” to pick randomly select one of the actions
3. Now determine the winner. You need to use an if...elif...else block to compare the user’s and computer’s choice to determine a winner. For example, if the user_choice == computer_choice, print that the action that both players selected and say it was a tie.
4. What if the users want to play multiple games in a row? Ask the user if they want to play again. If they do, start the game again. If they do not, end the game. Implement a while loop. Stay in the while loop in they answer to if they want to play the game is Y/y.