Rock-Paper-Scissors Web Application

GitHub Repo link: <https://github.com/Chandru3493/Rock-Paper-Scissors>

Website Link: <https://chandru3493.github.io/Rock-Paper-Scissors>

Index.html:

<!DOCTYPE html>

<html lang="en">

  <head>

    <meta charset="UTF-8" />

    <meta http-equiv="X-UA-Compatible" content="IE=edge" />

    <meta name="viewport" content="width=device-width, initial-scale=1.0" />

    <link rel="icon" href="rock-paper-scissors.png" />

    <link rel="stylesheet" href="style.css" />

    <title>Rock Paper Scissor</title>

  </head>

  <body>

    <section id="content">

      <*center*>

        <h1>Rock Paper Scissor</h1>

        <img src="rock-paper-scissors.png" width="100px" />

        <h3>One who score 5 points first is the winner</h3>

        <table>

          <tr>

            <td>

              <section id="player">

                <span>Your Turn : </span>

                <button id="btn1" onclick="play('Rock')">

                  &nbsp;Rock&nbsp;&nbsp;

                </button>

                <button id="btn2" onclick="play('Paper')">

                  &nbsp;Paper&nbsp;

                </button>

                <button id="btn3" onclick="play('Scissors')">Scissors</button>

              </section>

            </td>

          </tr>

          <tr>

            <td>

              <span>Computer : </span>

              <button id="computer">None</button>

              <*center*>

                <h3 id="result">Tie</h3>

              </*center*>

            </td>

          </tr>

          <tr>

            <td>

              <span>

                Your Score : <span id="yourScore">0</span>

                &nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;

              </span>

              <span>

                Computer Score :

                <span id="computerScore">0</span>

              </span>

            </td>

          </tr>

          <script src="script.js"></script>

        </table>

      </*center*>

    </section>

  </body>

</html>

Styles.css:

body {

  background-color: black;

  font-family: sans-serif;

  margin: 0;

  padding: 0;

}

span {

  font-size: 20px;

  font-weight: bold;

  color: #9e34eb;

}

h1,

h3 {

  color: #9e34eb;

}

td {

  padding: 10px;

}

#computer {

  text-align: left;

}

#result {

  color: #4051ed;

  font-size: 35px;

}

#content {

  margin: 1%;

  border: 3px solid #73ad21;

  padding: 10px;

  border-radius: 30px;

}

button {

  padding: 8px;

  margin: 5px;

  border-radius: 10px;

  background: rgba(56, 26, 163, 1);

  color: white;

}

button:hover {

  background: rgba(56, 26, 163, 0.5);

}

Script.js:

var str1 = "",

  str2 = "";

var user = 0,

  comp = 0;

function play(option) {

  //Players choice

  str1 = option;

  //Computers choice

  let num = Math.floor(Math.random() \* 3);

  switch (num) {

    case 0:

      str2 = "Rock";

      break;

    case 1:

      str2 = "Paper";

      break;

    case 2:

      str2 = "Scissors";

      break;

  }

  //Display the choices

  document.getElementById("computer").innerHTML = str2;

  //Validate the choices

  if (str1 == str2) {

    document.getElementById("result").innerHTML = "Tie";

    document.getElementById("result").style.color = "#4051ed";

  } else if (str1 == "Rock" && str2 == "Scissors") {

    document.getElementById("result").innerHTML = "You Win";

    document.getElementById("result").style.color = "green";

    user++;

  } else if (str1 == "Paper" && str2 == "Rock") {

    document.getElementById("result").innerHTML = "You Win";

    document.getElementById("result").style.color = "green";

    user++;

  } else if (str1 == "Scissors" && str2 == "Paper") {

    document.getElementById("result").innerHTML = "You Win";

    document.getElementById("result").style.color = "green";

    user++;

  } else {

    document.getElementById("result").innerHTML = "You Lose";

    document.getElementById("result").style.color = "red";

    comp++;

  }

  //Display the score

  document.getElementById("yourScore").innerHTML = user;

  document.getElementById("computerScore").innerHTML = comp;

  if (user == 5) {

    document.getElementById("result").innerHTML = "You Win the Game";

    document.getElementById("result").style.color = "green";

    user = 0;

    comp = 0;

  }

  if (comp == 5) {

    document.getElementById("result").innerHTML = "You Lose the Game";

    document.getElementById("result").style.color = "red";

    user = 0;

    comp = 0;

  }

}