def user\_weapon():

print("SELECT YOUR WEAPON (1-3)")

print("-------------------------")

print("1. Rock")

print("2. Paper")

print("3. Scissors")

user\_weapon\_input= int(input("Enter your weapon: "))

return user\_weapon\_input

def opponent\_weapon():

import random

return random.randrange(1,4)

def winner\_function(x,y):

if x == y:

return "It's a tie!"

elif x == 1 and y == 2:

return "You lose, paper covers rock!"

elif x == 1 and y == 3:

return "you win, rock crushes scissors!"

elif x == 2 and y== 1:

return "you win, paper covers rock!"

elif x == 2 and y == 3:

return "you lose, scissors cuts paper!"

elif x == 3 and y == 1:

return "you lose, rock crushes scissors!"

elif x == 3 and y== 2:

return "you win, scissors cuts paper!"

def main():

while True:

user\_weapon1=user\_weapon()

opponent\_weapon1=opponent\_weapon()

print(winner\_function(user\_weapon1,opponent\_weapon1))

input\_value=input("Do you want to play again? (y/n): ")

if input\_value.lower()=='y':

continue

else:

print("-------------------------")

print("Completed by, Chase Smallwood")

break

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

main()

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