Rock Paper Scissors - Guided Tutorial

Welcome to the **Rock Paper Scissors** guided tutorial! 🎮 This project is designed to help you learn Python while implementing a fun and interactive game. You'll be provided with `main.py`, which is a partially completed program that you will enhance.

Features

The program will allow you to:

1. Let the user choose a tool (**Rock**, **Paper**, or **Scissors**).
2. Make the computer randomly choose a tool.
3. Determine the winner based on the game rules.

Instructions

Implementing the `determine_winner` Function

This guide will help you implement the `determine_winner` function in a few simple steps.

Steps to Implement `determine_winner`

1. Define the Function

Create a function called `determine_winner` that takes two arguments: `user` and `computer`.

```python
def determine_winner(user, computer):
```

2. Print Choices for Clarity

Inside the function, print both the user's choice and the computer's choice.

```python
    print(f"You chose: {user}")
    print(f"Computer chose: {computer}")
```

3. Handle the Case of a Tie

If both choices are the same, return a message indicating a tie.

```python
    if user == computer:
        return "It's a tie!"
```

4. Define Winning Conditions

Use `if` statements to check if the user wins.

```python
    elif (user == "rock" and computer == "scissors") or \
        (user == "scissors" and computer == "paper") or \
        (user == "paper" and computer == "rock"):
        return "You win! 🎉"
```

5. Handle the Case Where the Computer Wins

If none of the winning conditions are met, return that the computer wins.

```
    else:
        return "Computer wins! 🤖"
```

6. Integrate the Function into `play_game`

Call `determine_winner` inside `play_game` and print the result.

```
    result = determine_winner(user_choice, computer_choice)
    print(result)
```

7. Test the Function

Run the script multiple times and try different inputs (**rock**, **paper**, **scissors**) to ensure it works correctly.

8. Add More Features (Optional)

- Keep track of the score.
- Allow the user to play multiple rounds.
- Add more fun responses for wins and losses!

Bonus Task 🎯

Modify the program to make it **impossible** to win! Instead of making the computer choose randomly, simply print a message saying that the computer always picks the winning tool.

Example:

```
    if user == "Scissors"
    print("Computer chose rock. You lose! 🤖")
```

Now prank your friends to play it!