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Reflection Homework #5

The rock paper scissors assignment was a fun and good homework assignment. I never thought that artificial intelligence in a game could be as simple as having a counter. I am proud of my work and I believe I met all the criteria in this assignment.

The assignment would have been too easy if we had to just have a smart rock paper scissors computer who gave the statistics after you quit. What made it a little more challenging was getting it to do a random move when there was no favorable choice for the computer to make. I got it to work by importing random. I made a variable called random and made it select a random integer between 1 and 3. Each number representing either rock, paper, or scissors. For example, if the random integer was 1 then 1 was essentially rock 2 and 3 being paper and scissors respectively acting in the same manner. That part may also be the most difficult part of the code to understand as I’m assigning numbers to replace rock paper and scissors when there is no favorable choice and it is hard to articulate into words.

Advice I would give to a student is to use a while loop, have a lot of if/elif statements inside of each other, be sure to have from random import \*. Lastly remember to counter += to the counter for rock paper and scissors. The first time I did it I would add + 1 to rock’s value when the user selected rock. This lead to the computer trying to tie the game every time instead of beating me. So be sure to do paper += 1 instead of rock += 1 when the user selects rock. Of course, always test your code periodically instead of testing it when finishing writing testing it constantly helped me understand what changes I was making and where my errors were happening.

In conclusion, this was a good homework assignment that we were well prepared for. I’m curious if this homework encouraged the use of lists and if so maybe we need a little more practice with that because I lack confidence in using lists and dictionaries in my code.