



# Girls' Programming Network

*Scissors Paper Rock!*

**This project was created by GPN Australia for GPN sites all around Australia!**

**This workbook and related materials were created by tutors at:**

Sydney, Canberra and Perth



Girls' Programming Network

***If you see any of the following tutors don't forget to thank them!!***

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# Part 0: Setting up

## Task 0.1: Making a python file

Open the start menu, and type 'IDLE'. Select IDLE 3.5.

1. Go to the file menu and select 'new file'. This opens a new window.
2. Go to the file menu, select 'Save as'
3. Go to the Desktop and save the file as 'scissors\_paper\_rock.py'

## Task 0.2: You've got a blank space, so write your name!

At the top of the file use a comment to write your name!  
Any line starting with # is a comment.

```
# This is a comment
```

## ✓ CHECKPOINT ✓

**If you can tick all of these off you can go to Part 1:**

- ☐ You should have a file called scissors\_paper\_rock.py
- ☐ Your file has your name at the top in a comment
- ☐ Run your file with F5 key and it does nothing!!

# Part 1: Welcome Message

## Task 1.1: Print a welcome and the rules

Welcome the player and print the rules!

Use a print to make it happen when you run your code:

```
-----  
Welcome to Human vs. Computer in Scissors, Paper, Rock!  
-----  
Moves: choose scissors, paper or rock by typing in your selection.  
Rules: scissors cuts paper, paper covers rock and rock crushes  
scissors.  
Good luck!  
-----
```

### Hint

Want to print multiple lines at a time? You can use three sets of quotes instead of one, to make your strings go over multiple lines

```
print("""  
Print  
Three  
Lines  
""")
```

## ✓ CHECKPOINT ✓

If you can tick all of these off you can go to Part 2:

- ☐ Print a welcome
- ☐ Print the rules
- ☐ Try running your code!

## 2. Who played what?

### Task 2.1: Make computer play the same move every time!!

Make a variable for the computer's move such as `computer_move`, set it to `"scissors"`, `"paper"` or `"rock"`.

### Task 2.2: Ask the human for their move

Use `input` to ask the human for their move and save their answer in a variable, name it something like `human_move`.

It should look like this when you run your code:

```
-----  
Welcome to Human vs. Computer in Scissors, Paper, Rock!  
-----  
Moves: choose scissors, paper or rock by typing in your selection.  
Rules: scissors cuts paper, paper covers rock and rock crushes  
scissors.  
Good luck!  
-----  
  
What is your move? scissors, paper or rock?
```

### Task 2.3: Print out the moves

Print out the moves the computer and the human have played.

It should look like this when you run your code:

```
-----  
Welcome to Human vs. Computer in Scissors, Paper, Rock!  
-----  
Moves: choose scissors, paper or rock by typing in your selection.  
Rules: scissors cuts paper, paper covers rock and rock crushes  
scissors.  
Good luck!  
-----  
  
What is your move? scissors, paper or rock? scissors  
  
Computer Played: paper  
Human Played: scissors
```

## ✓ CHECKPOINT ✓

If you can tick all of these off you can go to Part 3:

- ☐ Set a move for the computer
- ☐ Ask the human to type in their move and store it in a variable
- ☐ Print out the human and computers moves
- ☐ Run your code!

## ★ BONUS 2.4: Not so fast!!

This would look cooler if the computer paused before it said each line!

- 1) At the top of your file write `import time`  
This will let us use what we need to use to make our program sleep for a few seconds.
- 2) Before any `print`, add a line that says `time.sleep(0.1)`  
This will make our program 'sleep' for a tenth of a second! You can adjust it to any time you want. **Try putting sleep between your print statements!**

## ★ BONUS 2.5: Personalise the game

Waiting for the next lecture? Try adding this bonus feature!!

1. At the start of the game ask the human to enter their name. Store it in a variable (maybe use `player_name`)
2. Change your other code so that every time it says "Human" it prints the player's name instead!

Remember you can add a variable to some text like this:




```
"Hello " + player_name
```

### 3. Win, lose or tie?

Let's figure out who won the game!

#### Task 3.1: What are the different ways to win, lose and tie?

What are all the combinations of how the game could go? Finish this table:

Human Move 	Computer Move 	Who Wins? 
scissors	scissors	draw
scissors	paper	human
scissors	rock	
paper		

#### Task 3.2: Store the combinations in a dictionary

Create a new dictionary called results, it will store all the data from the table above!

In this dictionary, each key should be a tuple of the human and computer move. The corresponding value will be who wins!

#### Hint

Make sure the keys are created using (human\_move, computer\_move), just like in the table above.

```
results = {("paper", "rock"): "human"}
```

### Task 3.3: Get the value using the key!

Using our dictionary, store who wins in a variable such as `winner`. Use the combination of `human_move` and `computer_move` to create the key to get the value!

Then `print` out the winner to the screen!

#### Hint

Remember we can look things up in the dictionary with a *tuple*. Tuples go inside round brackets and can be multiple items.

If we had a dictionary of holidays by month and date like this:

```
holidays = {("December", 25): "Christmas", ("April", 25): "ANZAC Day",
            ("January", 1): "New Year's Day"}
```

we might look things up like this: `holidays[(month, date)]`

`holidays[("January", 1)]` would return `"New Year's Day"`

#### Hint

Remember that `(human_move, computer_move)` is not the same as `(computer_move, human_move)`! Order is important.

### ✓ CHECKPOINT ✓

**If you can tick all of these off you can go to Part 4:**

- ☐ Create a dictionary containing every combination of moves
- ☐ Store who won in a variable
- ☐ Print out the winner
- ☐ Run your code and test different moves!

### ★ BONUS 3.4: ROCK Rock rOcK!

**Waiting for the next lecture? Try adding this bonus feature!!**

We see that `"Rock"` is not the same as `"rock"` and our game only works when it's all in lowercase. Make your game work when player input a move with capital letters such as `"Rock"` or `"sCissors"`.

`"FrOg".lower()` will return `"frog"`. Try use `.lower()` on your variables to make sure the human players move is converted to lowercase!



## 4. Winner, Winner!

It's time to tell the user who won the game!



### Task 4.1: If it's a tie!

Use an `if elif` and `else` statements to print out the winner!

You should print different messages based on whether:

- It's a tie
- The human won
- The computer won

### ✓ CHECKPOINT ✓

**If you can tick all of these off you can go to Part 5:**

- ☐ Your if statement prints "it's a tie" if the moves are the same
- ☐ Your elif statement prints "human won the game"
- ☐ Your else statement prints "computer won the game"
- ☐ Run your code and test different moves!

### ★ BONUS 4.2: Name the winner!

**Waiting for the next lecture? Try adding this bonus feature!!**

Update your code so that instead of saying "The winner is human" refer to the human by name, using the name you collect in Bonus 2.5.

## 5. Smarter Computer

The computer keeps playing the same move! That's no fun! Let's make the computer chose a random move!



Random

### Task 5.1: Import Random Library

To get access to cool random things we need to import random!

At the top of your file add this line:

```
import random
```

### Task 5.2: Chose a random move!

Find your line of code where you set your computer move, improve this line by choosing a random move.

Use chose a random move for the computer using `random.choice` from a list of `"scissors"`, `"paper"` or `"rock"`.

#### Hint

If I wanted to choose a random food for dinner I could use code like this:

```
dinner = random.choice(["pizza", "chocolate", "nutella", "lemon"])
```

### ✓ CHECKPOINT ✓

**If you can tick all of these off you can go to Part 6:**

- ☐ The computer plays a random move every time.
- ☐ The line "Computer played: ...." prints different things out!
- ☐ Try different moves against the computer, does the the correct winner print?

## ★ BONUS 5.3: A picture says a thousand words!

**Waiting for the next lecture? Try adding this bonus feature!!**

Instead of printing “The human played paper” it would be much cooler to print a picture of a paper! Use ascii art to print images for what the human and computer played!

```
Human plays paper:
```

```
|      |  
|  I AM  |  
| A SHEET |  
| OF PAPER |  
| _____ |
```

1. Go to this link: [girlsprogramming.network/ascii](https://girlsprogramming.network/ascii) And get the pictures for paper, scissors and rock
2. At the top of your code, store each of these ascii images as a string in different variables (maybe rock\_pic, paper\_pic, etc ... )
3. Instead of just printing out the word the human or computer played, also print out the correct picture to match what they played. You might need to use an if statement to figure out which picture to print!

## 6. Again, Again, Again!

We want to play Scissors-Paper-Rock more than once! Let's add a loop to play on repeat!

For  
Loops

### Task 6.1: How many games?

Find out how many games the user wants to play at the start of the game!  
Put this after your welcome message!

#### Hint

Input returns a **string**. Make sure you **convert it to an int** and store it in a variable!

`int("57")` will give you back 57. You can use `int(...)` on a variable too!

### Task 6.2: Loop time!

Create a for loop that runs as many times as the user asked for!  
You'll need to use:

- A `for` loop
- `range(number_of_games)`

Use this line after you have asked how many games they want to play to start your loop:

```
for i in range(number_games):
```

### Task 6.3: Indenting your code

Things we want to do every game need to be indented inside the loop.  
We want to ask for a move and check the winner every round!

#### Hint

Indented lines have a tab at the start like this, they look this:

```
for blah in something:
    THIS IS INDENTED
```

You can indent many lines at once by highlighting them and then hitting the tab key. Make sure you highlight the whole line though!

### Task 6.4: GAME OVER!

After all the rounds are played, print out "GAME OVER!".  
Make sure this is after your loop and doesn't print every round!

## CHECKPOINT

**If you can tick all of these off you can go to the Extensions:**

- ☐ Ask the user how many games they want to play
- ☐ Your game repeats the number of times the user asked for
- ☐ GAME OVER prints once, after all of the rounds!

## 7. Extension: Keeping Score!

Why play lots of games if we're not even keeping count of who wins?? Let's keep score!

### Task 7.1: Counter!

Before your loop create two variables which are going to be your human and computer counters. Start by setting them both to 0.

These will keep track of the human and computer scores throughout the game!

### Task 7.2: Add 1!

Every time the computer or human wins we need to add one to the appropriate counter. If it's a tie, neither player gets a point!

#### Hint

You'll need to add to a counter inside your if/elif statements whenever someone wins!

### Task 7.3: And the winner is!

After all the games are played we need to report the over all winner.

Print out how many games the human and computer won each.

Then print out who the overall winner was!

```
-----  
GAME OVER!  
Human won 5 games  
Computer won 2 games  
Human is the winner!!  
-----
```

#### Hint

Use an `if` statement to compare the scores to calculate the overall winner!

### ★ CHALLENGE 7.4: First to X

Right now we play a set number of games. But can you figure out how you could change your program to keep playing until a player gets a certain number of points?

You might need to use a while loop, or a break, or something else you can think of!

## 8. Extension: That's not a real move!

What happens if the human plays a wrong move, like Batman? Or does a typo, like “ppaer”? Test your code and find out!

We need to make our code more robust! If you haven't already, also make sure you also go back and do Task 3.4.

### Task 8.1: Check the move is valid!

Create a `while` loop that runs until the user enters a valid move of “scissors”, “paper” or “rock”.

If the move isn't valid, ask the user for their move again!

### ★ CHALLENGE 8.2: Game Over! Shut Down! ★

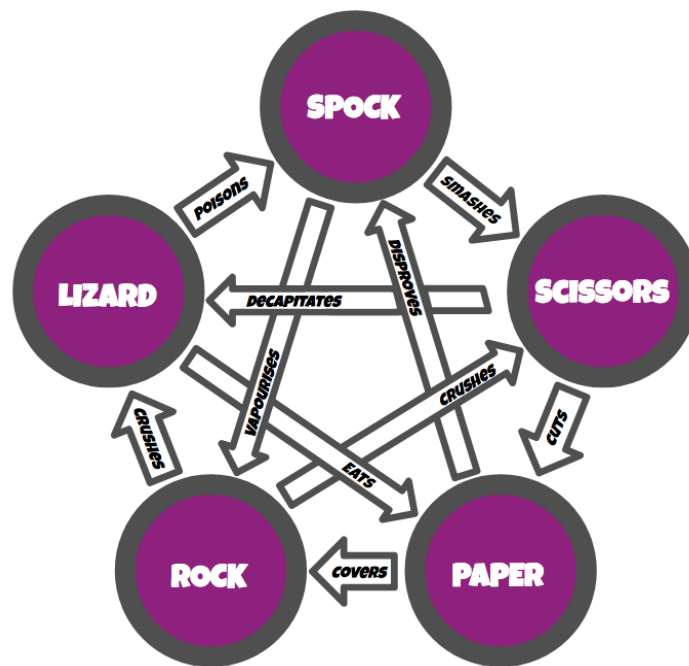
Sometime the user might say they want to play a certain number of rounds, but has to leave before the rounds are finished.

Create an `if` statement that checks to see if the user entered “quit” as their move, and close the game down.

Don't forget to tell the user who the overall winner was!

## 9. Extension: Scissors, Paper, Rock, Lizard, Spock!

Let's add some more moves and play Scissors, Paper, Rock, Lizard, Spock! Follow the arrows in the picture to see who wins!



### Task 9.1 Updated moves!

When you ask the user what move they want to play, include lizard and spock!  
Make sure you give the computer the same options!

### Task 9.2 Updated combos!

Update the moves dictionary to include all of the new combinations!  
(There's a table on the back of this sheet you can use)

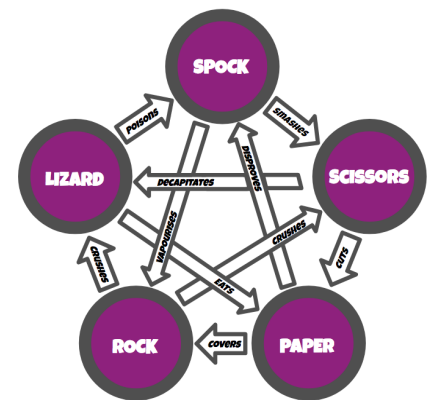
### ★ CHALLENGE 9.3: Too much dictionary!!

Woah that dictionary got big! It's got 25 combinations. But what if we dealt with all the ties before we got to looking up the winner.?

Use an if statement to deal with ties and eliminate all the ties from the dictionary.



Human Move 👤	Computer Move 💻	Who Wins? 🏆
scissors	scissors	
scissors	paper	
scissors	rock	
scissors	lizard	
scissors	spock	
paper	scissors	
paper	paper	
paper	rock	
paper	lizard	
paper	spock	
rock	scissors	
rock	paper	
rock	rock	
rock	lizard	
rock	spock	
lizard	scissors	
lizard	paper	
lizard	rock	
lizard	lizard	
lizard	spock	
spock	scissors	
spock	paper	
spock	rock	
spock	lizard	
spock	spock	



## 10. Extension: AI. The computer reads your mind!

Let's make the game more challenging by having the computer guess what move the user will choose next, based on what the user has chosen before!

### Task 10.1 Create the dictionary

Create an empty dictionary called `ai` for the computer. Store the move the human last chose in another variable, such as `last_move`.

### Task 10.2 Store what happens next!

In the dictionary, add the move that the human played last round as a `key` if it's not already in the dictionary. Then store the move that the human played this round in a `list` as the `value`.

Make sure this happens every round!

### Task 10.3 Get the computer to choose!

Now that the computer knows what the human played last time, get it to guess what you'll play next!

If the move the human played last is in the `ai` dictionary, choose the computer's move from the list of values. Otherwise, select the `computer_move` from the standard lists of moves!

### ★ CHALLENGE 10.3: Pick the winner

Our computer move will now pick the more likely move to make it tie with the human. But we want our computer to win!

Rather than storing what the human played as the value in the dictionary, store the move that would win against the human instead.

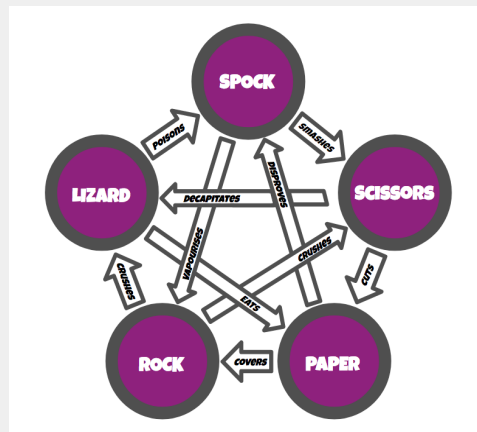
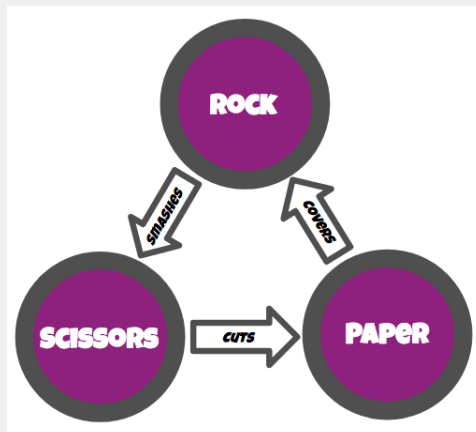
# 11. Extension: Write your own rules!

Scissors-Paper-Rock-Lizard-Spock is boring. Everyone's already playing it! Let's make our own version!

## Task 11.1: Ask the user for their moves!

Imagine your own game! Maybe it's called "Cat Mouse Dog", or "Lightning Dragon Wolf Snake Wind"! Pretty much anything you can imagine! Maybe one move always wins! Maybe one always loses!

Here's how we write the game logistics for a few versions of the game:



Draw up your idea for some game logistics here:

### Task 11.1: Ask the user for their moves!

We might have lots of game ideas!! We don't want to have to write a big dictionary for each one! Let's make the computer do some of the work!

1. Use `input` to ask the user to list all the different possible moves on one line.
2. Then `split` those options into a list called `moves`!

### Task 11.2: Manual winning!

Create a `for` loop (or two for loops!) that runs through every combination and have the user `input` if the winner was `human`, `computer` or `tie`.

Store the answers in a dictionary!

### Task 11.3: Move it, move it!

Make sure that the computer and human are using the correct set of `moves`!

### ★ CHALLENGE 11.4: Work out the winners using for loops!★

Update your `for` loop so that if the user says that `move1` beats `move2`, the code knows that `move2` loses to `move1`.

We also know that if `move1` and `move2` are the same move, that it's a tie! Create another `for` loop that handles all the ties.

Store the answers in the dictionary!

### ★ CHALLENGE 11.5: Store the game mode!★

Putting in all the game logistics instructions takes a long time! We don't want to do it every game. If we could save and load the game modes we input it would be much better!

Use a file to store the game mode! At the start of a new game as the user if they want to create a new game mode or load one from a file!