from random import randint

#create a list of play options

t = ["Rock", "Paper", "Scissors"]

#assign a random play to the computer

computer = t[randint(0,2)]

def results(playerValue,computerValue):

if playerValue == computerValue:

print("Oh it's a Tie! How sad I didn't beat you.")

elif playerValue == "Rock":

if computerValue == "Paper":

print("You lose! Ha HA Ha!", computerValue, "covers", playerValue)

else:

print("Oh come on You win! Let's play again!", playerValue, "smashes", computerValue)

elif playerValue == "Paper":

if computerValue == "Scissors":

print("You lose! Ha HA ha!", computerValue, "cut", playerValue)

else:

print("Oh come on You win! Let's play again!", playerValue, "covers", computerValue)

elif playerValue == "Scissors":

if computerValue == "Rock":

print("You lose! Ha HA Ha!", computerValue, "smashes", playerValue)

else:

print("Oh come on You win!Let's play again!", playerValue, "cut", computerValue)

else:

print(" Check your spelling! Didn't you know you always start with a capital letter.")

#set player to False

player = False

while player == False:

#set player to True

userInput = input("Rock Paper or Scissors?")

computer = t[randint(0,2)]

results(userInput,computer)

for i in range(3):

answer = input("Would you like to play Rock, Paper,and Scissors again? (Yes/No)")

if answer == 'Yes':

player = False

break;

elif answer == 'No':

player = True

break;

else:

print("Invaild entry "+ str(i))

if i>=2:

player= True

break