Rock Paper Scissors Game Code

# index.html:

<!DOCTYPE html>  
<html lang="en">  
<head>  
 <meta charset="UTF-8">  
 <meta name="viewport" content="width=device-width, initial-scale=1.0">  
 <title>Rock Paper Scissors Game</title>  
 <link rel="stylesheet" href="styles.css">  
</head>  
<body>  
  
 <h1>Rock - Paper - Scissors</h1>  
   
 <div class="choices">  
 <button onclick="playGame('rock')">👊</button>  
 <button onclick="playGame('paper')">✋</button>  
 <button onclick="playGame('scissors')">✌</button>  
 </div>  
  
 <div id="playerDisplay">PLAYER: </div>  
 <div id="computerDisplay">COMPUTER: </div>  
 <div id="resultDisplay"></div>  
  
 <div class="scoreDisplay">Player Score:   
 <span id="playerScoreDisplay">0</span>  
 </div>  
  
 <div class="scoreDisplay">Computer Score:   
 <span id="computerScoreDisplay">0</span>  
 </div>  
  
 <script src="index.js"></script>  
</body>  
</html>

# index.js:

const choices = ["rock", "paper", "scissors"];  
const playerDisplay = document.getElementById("playerDisplay");  
const computerDisplay = document.getElementById("computerDisplay");  
const resultDisplay = document.getElementById("resultDisplay");  
const playerScoreDisplay = document.getElementById("playerScoreDisplay");  
const computerScoreDisplay = document.getElementById("computerScoreDisplay");  
let playerScore = 0;  
let computerScore = 0;  
  
function playGame(playerChoice){  
  
 const computerChoice = choices[Math.floor(Math.random() \* 3)];  
 let result = "";  
  
 if(playerChoice === computerChoice){  
 result = "IT'S A TIE!";  
 }  
 else{  
 switch(playerChoice){  
 case "rock":  
 result = (computerChoice === "scissors") ? "YOU WIN!" : "YOU LOSE!";  
 break;  
 case "paper":  
 result = (computerChoice === "rock") ? "YOU WIN!" : "YOU LOSE!";  
 break;  
 case "scissors":  
 result = (computerChoice === "paper") ? "YOU WIN!" : "YOU LOSE!";  
 break;  
 }  
 }  
  
 playerDisplay.textContent = `PLAYER: ${playerChoice}`;  
 computerDisplay.textContent = `COMPUTER: ${computerChoice}`;  
 resultDisplay.textContent = result;  
  
 resultDisplay.classList.remove("greenText", "redText");  
  
 switch(result){  
 case "YOU WIN!":  
 resultDisplay.classList.add("greenText");  
 playerScore++;  
 playerScoreDisplay.textContent = playerScore;  
 break;  
 case "YOU LOSE!":  
 resultDisplay.classList.add("redText");  
 computerScore++;  
 computerScoreDisplay.textContent = computerScore;  
 break;  
 }  
}

# styles.css:

body{  
 font-family: Arial, sans-serif;  
 font-weight: bold;  
 margin: 0;  
 display: flex;  
 flex-direction: column;  
 align-items: center;  
}  
h1{  
 font-size: 3.5rem;  
 color: hsl(0, 0%, 20%);  
}  
.choices{  
 margin-bottom: 30px;  
}  
.choices button{  
 font-size: 7.5rem;  
 min-width: 160px;  
 margin: 0 10px;  
 border-radius: 250px;  
 background-color: hsl(200, 100%, 50%);  
 cursor: pointer;  
 transition: background-color 0.5s ease;  
}  
.choices button:hover{  
 background-color: hsl(200, 100%, 70%);  
}  
#playerDisplay, #computerDisplay{  
 font-size: 2.5rem;  
}  
#resultDisplay{  
 font-size: 5rem;  
 margin: 30px 0;  
}  
.scoreDisplay{  
 font-size: 2rem;  
}  
.greenText, #playerScoreDisplay{  
 color: hsl(130, 84%, 54%);  
}  
.redText, #computerScoreDisplay{  
 color: hsl(0, 84%, 60%);  
}