

ROCK PAPER SCISSOR GAME

Files included:

- rpstk.py
- rpstk.exe

Introduction:

A “Rock-Paper-Scissor” game is a simple hand game usually played between two people, in which each player simultaneously forms one of three shapes with an outstretched hand.

This project is simulation of the “Rock-Paper-Scissor” game played between the computer and the user.

Programming language used is: python

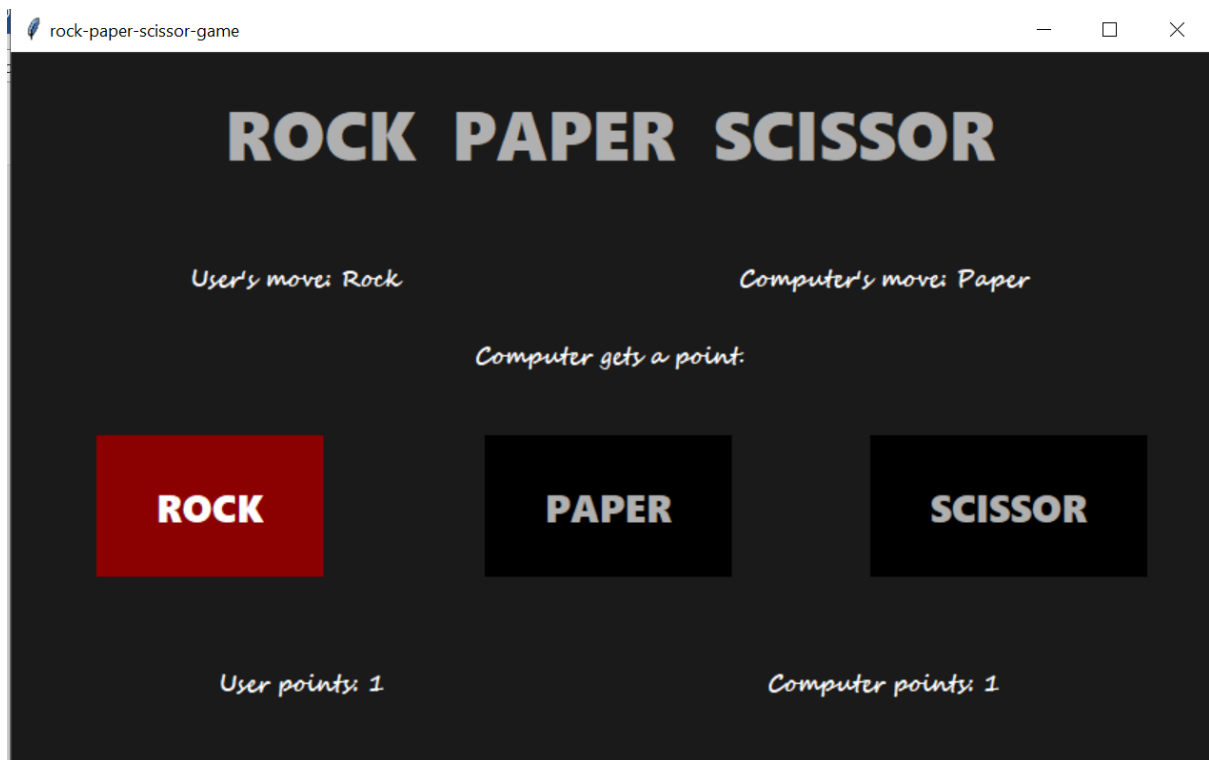
This GUI based project is made using tkinter and random module in python.

Screenshots:

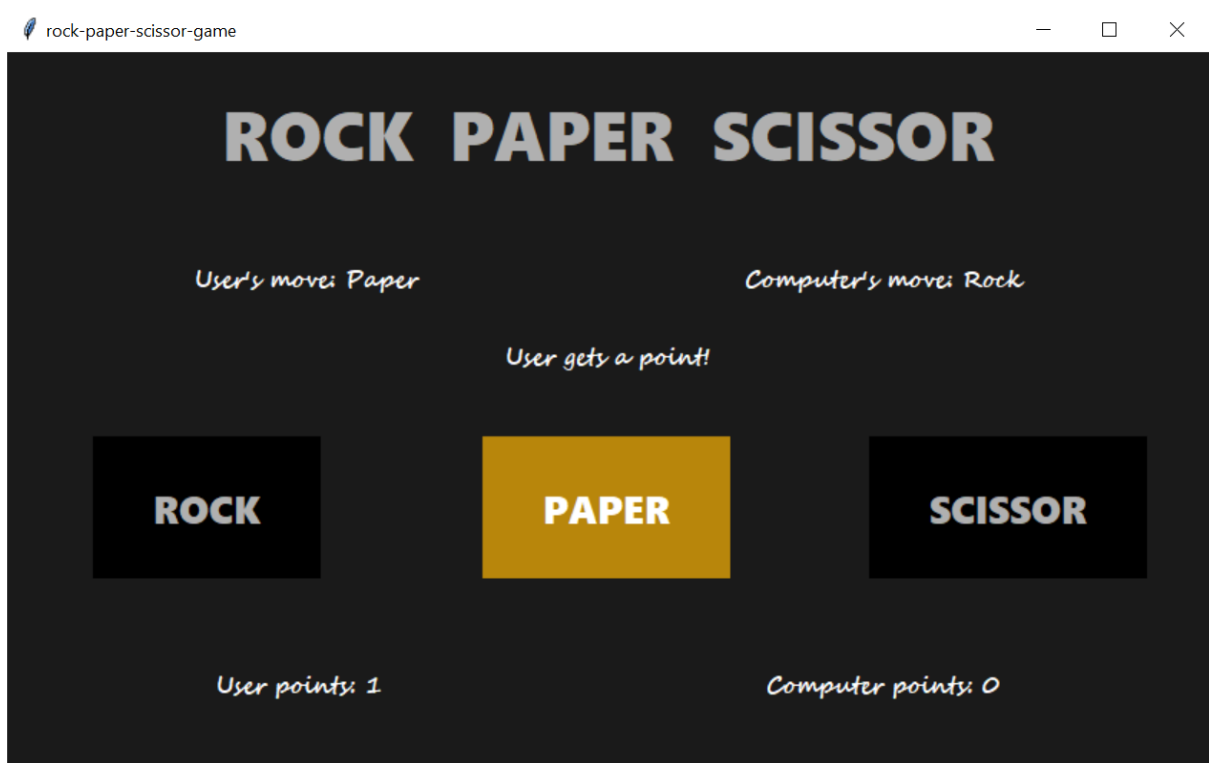
- home screen



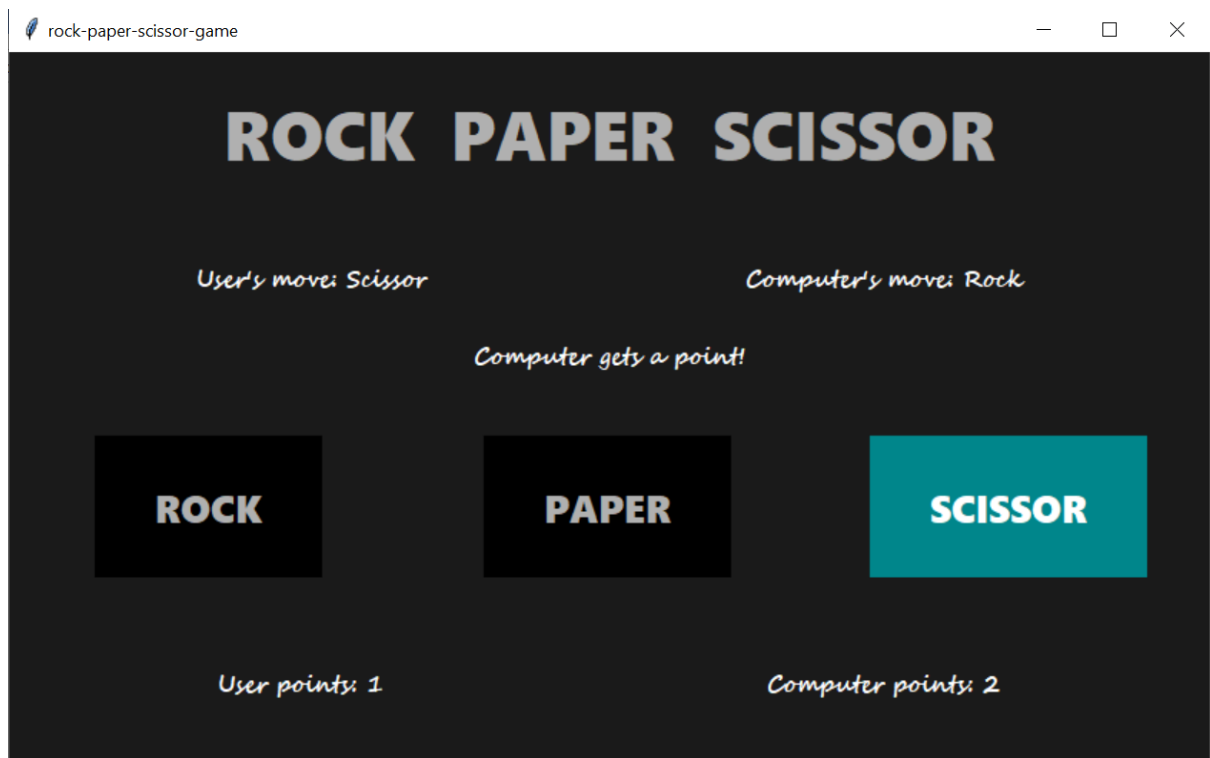
- when user selects “Rock”



- when user selects “Paper”



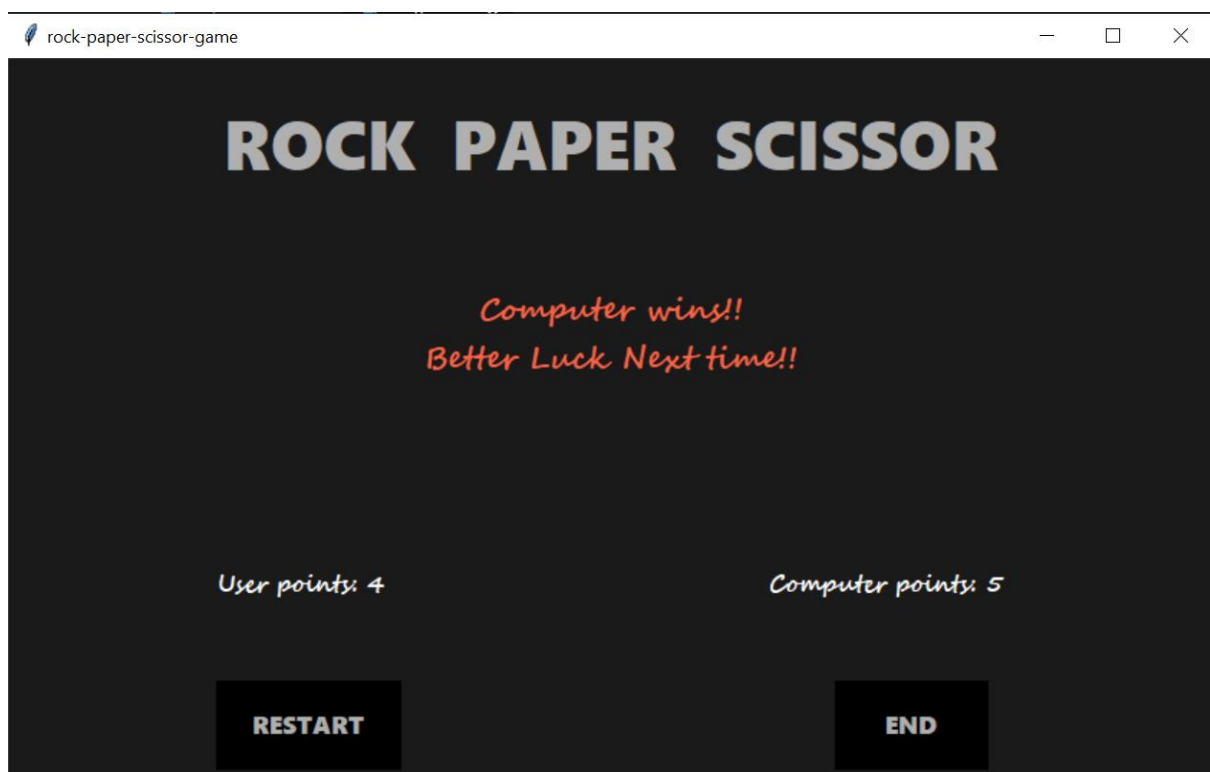
- when user selects “Scissor”



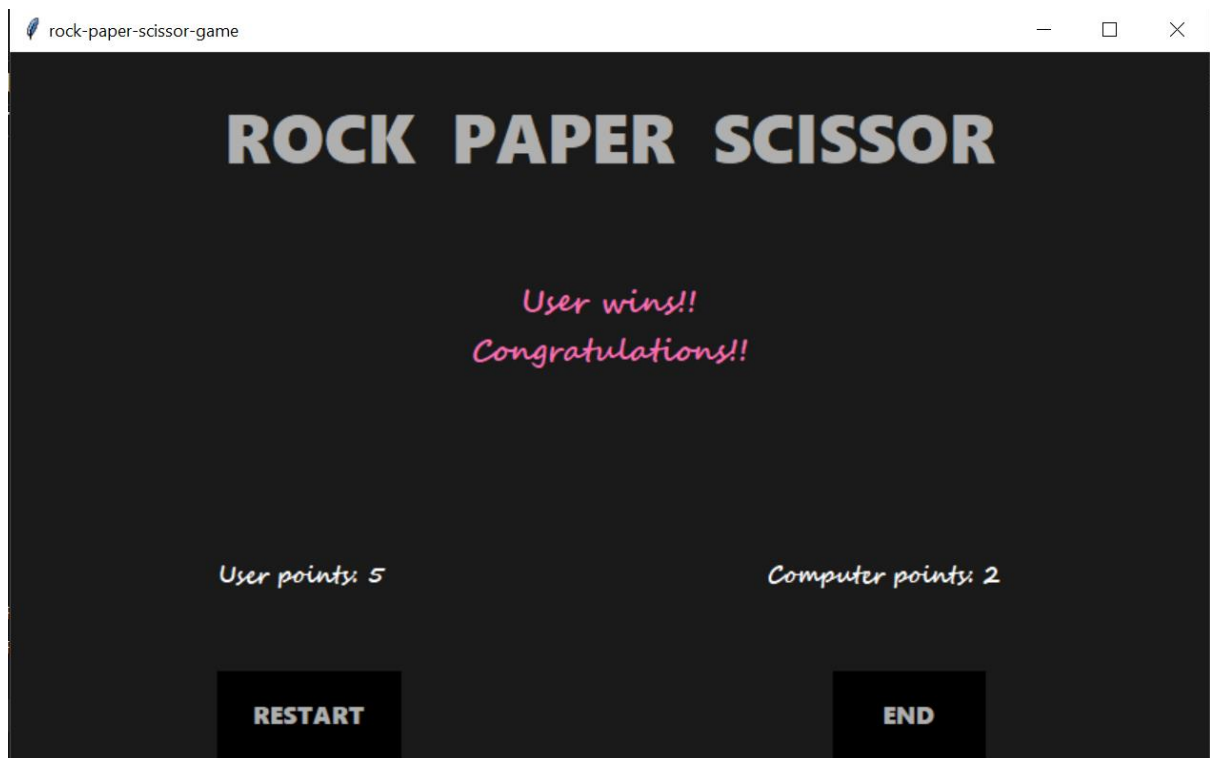
- when both user and computer has same move.



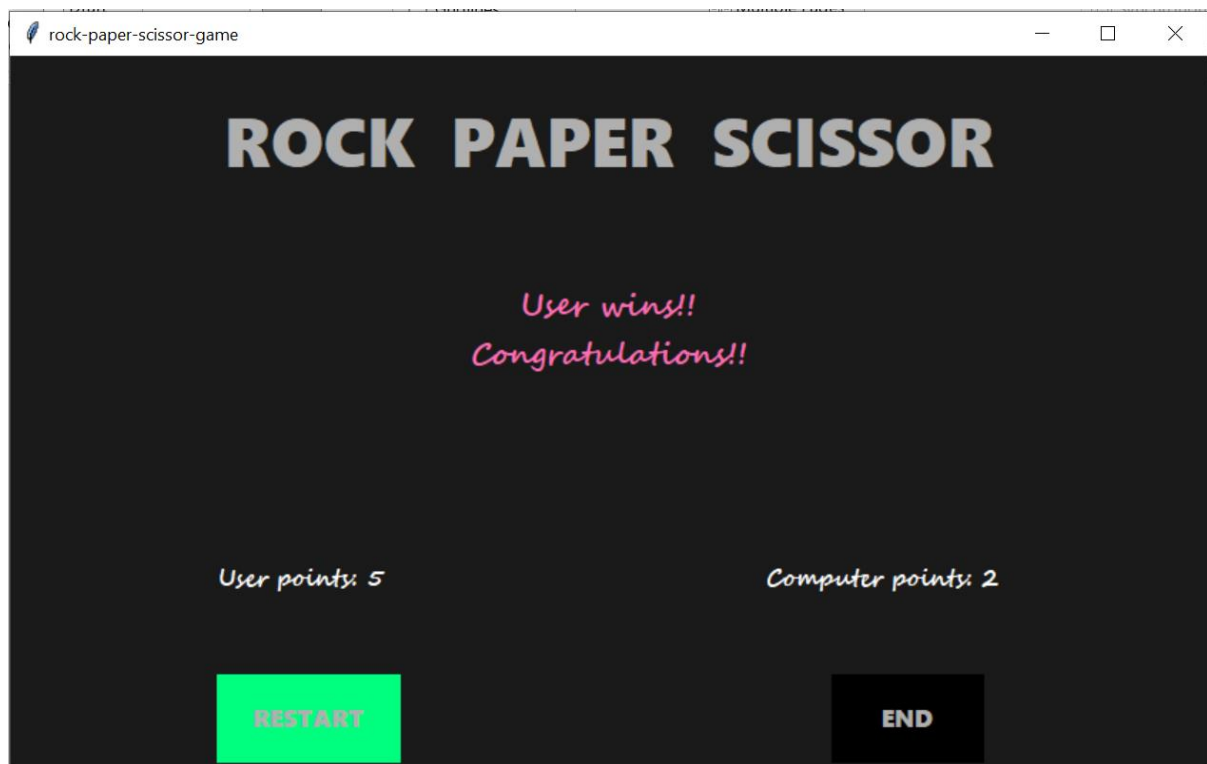
- when computer wins



- when user wins.



- after game over, option to restart.



- after game over, option to end.

