Mission Bit - CRT Python Project 1

Introduction:

Come on admit it. Somewhere along the line as a kid (at least those of you who grew up in the US) you played "Rock, Paper, Scissors". It's a simple game (see the article on http://en.wikipedia.org/wiki/Rock-paper-scissors). Two players each, independently, select one of the three objects (Rock, Paper, or Scissors) and simultaneously reveal their selection. If they select the same object it is a tie. However, we are going to be creating a slightly different version of this game. Instead we will be creating a compost, recycling, and trash game. Below the moves are outlined and which "weapon" beats which.

- Compost beats Recycling (The person who picked compost, wins)
- Recycling beats Trash (The person who picked recycling, wins)
- Trash beats Compost (Yeah. Right. Whatever. There's too much trash in the world so trash wins this one)

Often, it is used as a method of selection similar to flipping a coin or throwing dice to randomly select a person for some purpose. Of course, this game is not truly random since a skilled player can often recognize and exploit the non-random behavior of an opponent; for instance, if you notice that your opponent chooses Paper most frequently, you may choose Scissors (which beats Paper) most often in an effort to win.

Requirements:

Your program (saved in a file called crt.py) will allow a human user to play several rounds of compost, recycling, and trashs with the computer. Each round of the game will have the following structure:

- The program will choose a random weapon (see hints for this) for the computer (compost, recycling, trash), but its choice will not be displayed until later so the user doesn't see it.
- The program will announce the beginning of the round and ask the user for his/her weapon choice
    - The user can enter either of the three weapons or the signal to quit
    - To indicate which weapon the user wishes to use you may want to use Integers to represent this i.g 1. Compost 2. Recycling 3. Trash
- Once the user enters a weapon :
    - The two weapons will be compared to determine the winner (or a tie) and the results will be displayed by the program
    - The computer will keep track of how many times the computer and the user has won
    - The next round will begin, and the game will continue until the user chooses to quit

- If the user enters quit (which *could* be represented as an Integer):
    - Prints a goodbye message
    - display the number of wins for each player and display their win %
- Your program should also store a name for both your opponent and yourself
- You should have a minimum of 5 Github commits. Meaning you should do the following a minimum of 5 times:
    - git add name_of_file
    - git commit -m “message about changes you’ve made”
    - git push

Bonus:

- Keep track of the longest winning streak for both the user and the computer and print it to the screen at the end of the program.
- Create a READ.md file and describe what your program does, issues you’ve run into, how you solved these problems, and if you think you can make this program better what would you add.

Hints:

- Please reference this link if you want to use random numbers: Using Random In Python

Submission:

You should create a Github repository called “CRT-Project” and all your code should be stored there.