def play():

while True:

p\_choice = input("What do you choose?")

cpu\_random = random.randint(1,3)

cpu\_choice = cpu\_random

if cpu\_random == 1:

cpu\_choice = "Rock"

elif cpu\_random == 2:

cpu\_choice = "Paper"

elif cpu\_random == 3:

cpu\_choice = "Scissors"

def compare():

play\_again = None

if p\_choice == cpu\_choice:

print("Tie!")

play\_again = input("Play again?")

elif p\_choice == "Rock" and cpu\_choice == "Paper":

print("You Lose!")

play\_again = input("Play again?")

elif p\_choice == "Rock" and cpu\_choice == "Scissors":

print("You Win!")

play\_again = input("Play again?")

elif p\_choice == "Paper" and cpu\_choice == "Scissors":

print("You Lose!")

play\_again = input("Play again?")

elif p\_choice == "Paper" and cpu\_choice == "Rock":

print("You Win!")

play\_again = input("Play again?")

elif p\_choice == "Scissors" and cpu\_choice == "Rock":

print("You Lose!")

play\_again = input("Play again?")

elif p\_choice == "Scissors" and cpu\_choice == "Paper":

print("You Win!")

play\_again = input("Play again?")

if play\_again == "Yes":

play()

elif play\_again == "No":

print("Game Over")

sys.exit()

else:

print("Please try again")

play\_again = input("play again?")

return play\_again

def game\_start():

while True:

begin = input("Would you like to play Rock, Paper, Scissors?")

if begin == "Yes":

play()

return begin

while begin != "Yes":

if begin == "No":

print("Game Over")

return begin

else:

print("Please try again")

break