MINI-PROJECT REPORT

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**MINI-PROJECT TITLE** : ROCK, PAPER, SCISSOR GAME USING PYTHON 3.7.0

**INTRODUCTION**: IT'S A SIMPLE PLAYGROUND GAME, USUALLY USED TO DECIDE WHO GOES FIRST IN SOME OTHER GAME. THE PLAYERS HOLD CLOSED FISTS UP AT ABOUT EAR LEVEL AND INCANT, "ONE, TWO, THREE, SHOOT!" AT "SHOOT," THE FISTS ARE LOWERED TO ABOUT MID-CHEST LEVEL, AND THE PLAYERS REVEAL ONE OF THREE GESTURES.

* ROCK: HAND IS KEPT AS A FIST.
* PAPER: THE HAND IS FLATTENED, PALM DOWN.
* SCISSOR: THE INDEX AND MIDDLE FINGERS EXTENDED FROM THE FIST.

THERE'S NOT A LOT OF STRATEGY, BUT THE GAME IS STRANGELY ADDICTIVE, AND SINCE IT'S NOT JUST A MATTER OF CHANCE, IT'S ACTUALLY USEFUL FOR DECIDING BETWEEN EVEN SIDES IN A DISPUTE.

**IMPLEMENTATION** :

I HAVE IMPLEMENTED A ROCK, PAPER, SCISSOR GAME WITH FOLLOWING,

* PROMPT THE USER TO SELECT EITHER ROCK, PAPER, OR SCISSORS.
* INSTRUCT THE COMPUTER TO RANDOMLY SELECT EITHER ROCK, PAPER, OR SCISSORS.
* COMPARE THE USER'S CHOICE AND THE COMPUTER'S CHOICE.
* DETERMINE A WINNER (THE USER OR THE COMPUTER).
* INFORM THE USER WHO THE WINNER IS.

THE PROCESS LOOKED LIKE,

* BY CREATING ‘PLAYER\_CHOICE’ VARIABLE WE ASKED USER TO ENTER R OR P OR C.
* COMPUTER\_CHOICE WILL BE RANDOM FROM CHOICES DICTIONARY (1, 3).
* USING COMPARE FUNCTION, WE COMPARED PLAYER\_CHOICE WITH COMPUTER\_CHOICE.
* PUT COMPARE() IN IF STMT, AND RETURNED THE WINNER(USER OR COMPUTER).
* WE DISPLAYED THE COMPUTERS RANDOM CHOICE AFTER THE RESULT AND ALSO THE WINNER.

**SPECIFICS ABOUT THE TECHNIQUES I USED:**

* SIMPLE USER INPUT IN ‘**PLAYORNOT()**’ FUNCTION.
* IMPORTED **RANDOM** PACKAGE FOR THE **RANDINT(PARAMETER).** FOR **DICTIONARY.**
* **COMPARE().** IN THAT, WE USED **DICTIONARY** WITH THE BOOLEAN EXPRESSION(TRUE/FALSE).
* WE IMPORTED **TIME** PACKAGE FOR THE **TIME.SLEEP(PARAMETER)** (TO MAKE MORE INTENSIVE).
* IMPORTED **SYS** PACKAGE FOR **SYS.EXIT()** (FOR THE ‘NO’ RESPONSE! GAME WILL BE OVER.)

**CONCLUSION:**

WE SUCCESSFULLY IMPLEMENTED THE ROCK, PAPER, SCISSOR PLAYGROUND GAME ON COMPUTER WITH PYTHON CODE!