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DEPARTMENT OF
UNIVERSITY INSTITUTE OF COMPUTING

CHANDIGARH UNIVERSITY

Rock Paper Scissors - Mini Project

Subject Name - WEB DESIGNING

Subject Code - 24CAH-153

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Class/Section - BCA(UI\UX

Submitted to -
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1. INTRODUCTION

This project is a simple web-based Rock-Paper-Scissors game built using HTML, CSS, and JavaScript.

It allows the user to play the classic game against the computer. The objective is to provide an interactive and fun way to practice frontend development while understanding conditional logic and event handling in JavaScript.

This game project serves as a great learning tool for beginners to grasp how to create responsive UIs, use JavaScript logic, and dynamically update web content based on user interaction.

2. ABSTRACT

The Rock-Paper-Scissors game is a basic decision-making game between two players – in this case, the user and the computer. Each player chooses one of three options: Rock, Paper, or Scissors. The rules are:

Rock beats Scissors

Scissors beats Paper

Paper beats Rock

This game is implemented using only frontend technologies and emphasizes DOM manipulation, user input handling, and basic conditional logic.

3. SYSTEM CONFIGURATION

Frontend: HTML, CSS, JavaScript

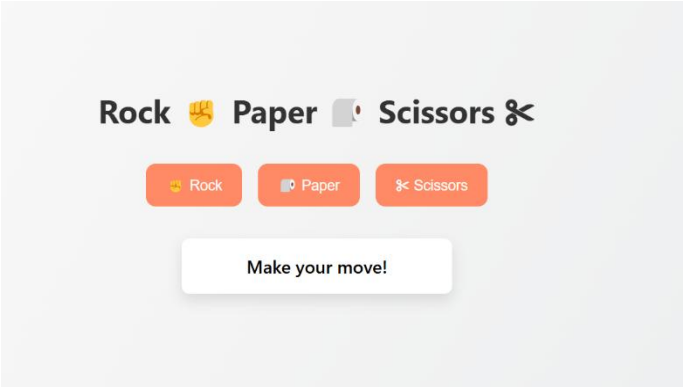
Editor Used: Any text/code editor (e.g., VS Code)

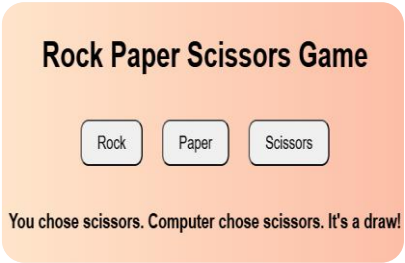
Browser: Any modern browser (Chrome, Firefox, etc.)

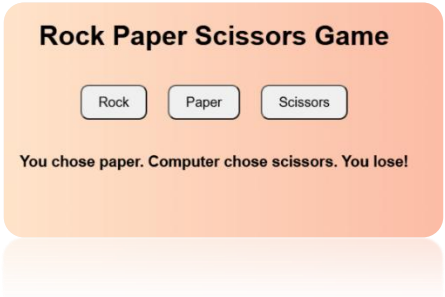
Internet Connection: Not required

4. CODE

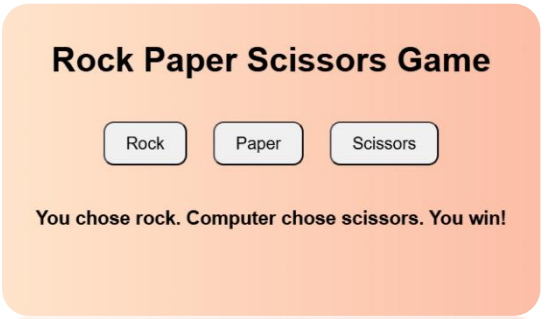
```
<!DOCTYPE html>
<html lang="en">
<head>
 <meta charset="UTF-8">
 <title>Rock Paper Scissors</title>
 <style>
  body {
   font-family: Arial, sans-serif;
   background: linear-gradient(to right, #ffecd2, #fcb69f);
   text-align: center;
   padding: 50px;
  }
  h1 {
   margin-bottom: 30px;
  }
  button {
   padding: 10px 20px;
   margin: 10px;
   font-size: 16px;
   border-radius: 10px;
   cursor: pointer;
  }
  #result {
```







```
    margin-top: 30px;
    font-size: 18px;     font-weight: bold;
   }
  </style>
</head>
<body>

  <h1>Rock Paper Scissors Game</h1>

  <button onclick="playGame('rock')">Rock</button>
  <button onclick="playGame('paper')">Paper</button>
  <button onclick="playGame('scissors')">Scissors</button>

  <div id="result"></div>

  <script>
   function playGame(userChoice) {
    const choices = ['rock', 'paper', 'scissors'];
    const computerChoice = choices[Math.floor(Math.random() * 3)];

    let resultMessage = `You chose ${userChoice}. Computer chose
${computerChoice}. `;

    if (userChoice === computerChoice) {
     resultMessage += "It's a draw!";
    } else if (
     (userChoice === 'rock' && computerChoice === 'scissors') ||
     (userChoice === 'scissors' && computerChoice === 'paper') ||
```



```
      (userChoice === 'paper' && computerChoice === 'rock')
    ) {
      resultMessage += "You win!";
    } else {
      resultMessage += "You lose!";
    }

    document.getElementById("result").innerText = resultMessage;
  }
 </script>

</body>
</html>
```

7. CONCLUSION

This mini project demonstrates how a simple and engaging game can be created using basic frontend technologies. It helps students understand fundamental web development concepts such as:

Event-driven programming

DOM manipulation

Conditional logic

Dynamic content updates