Rock-Paper-Scissors Game with CRUD Operations

This is an enhanced Python implementation of the classic **Rock-Paper-Scissors** game. The game features full **Create, Read, Update, and Delete (CRUD)** operations to manage game rounds and track scores.

Features

- **Play Rounds**: Compete against the computer and automatically track results.
- **CRUD Operations**:
    - **Create**: Add new game rounds.
    - **Read**: View all past rounds with detailed results.
    - **Update**: Edit player/computer choices for a specific round and recalculate the result.
    - **Delete**: Remove a specific round and update scores.
- **Reset Game**: Clear all data and reset the scores.
- **Score Display**: View current scores of the player and the computer.

How to Play

1. **Clone the repository:**

git clone https://github.com/jasperamaralapudi/CRUDOperationsRockPaperScissorsGame.git

2. **Navigate to the project directory:**

cd CRUDOperationsRockPaperScissorsGame

3. **Run the game script:**

python rockpaperscissorsCRUDOperations.py

4. **Follow the on-screen menu to play and manage rounds.**

Menu Options

1. Play Round   - Start a new round against the computer

2. Display Rounds   - View the complete round history

3. Display Scores   - See the current scores of both players

4. Update Round   - Modify choices and result of a past round

5. Delete Round   - Remove a specific round

6. Reset Game   - Clear all rounds and reset scores

7. Exit   - Quit the game

Rules

- **Rock** beats **Scissors**
- **Paper** beats **Rock**
- **Scissors** beat **Paper**
- Same choices result in a **Tie**

Requirements

- Python 3.x or later
- No external libraries required

Example Gameplay

Main Menu:

1. Play Round

2. Display Rounds

3. Display Scores

4. Update Round

5. Delete Round

6. Reset Game

7. Exit

Playing a Round:

Enter your choice (1. Rock, 2. Paper, 3. Scissors): 1

Your choice: Rock

Computer's choice: Scissors

Result: Player Wins

Displaying Scores:

Player Score: 3

Computer Score: 2