**Rock, Paper, Scissors**

**Concepts learned:**

* **Conditional statements:** The game uses if, elif, and else statements to determine the outcome based on the player's and computer's choices.
* **Random number generation:** The random.choice() function is used to simulate the computer’s choice.
* **User input:** The player inputs their choice, teaching how to gather and process input from the user.
* **Loops:** The game continues to run in a while loop until the user decides to quit.

**Key Learning Outcomes:**

* **Iteration:** The while loop repeats the game until the user quits.
* **Comparison operators:** == and other comparison operators are used to check the game outcomes.
* **Basic I/O operations:** Getting input from the user and printing output to the console.