

Alnold Wafula

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Rock Paper Scissors Game

Rock paper scissors game is also known as stone paper scissors. It is a hand game that is usually played between 2 people, each player can randomly form any one of three from their hand.

A player who chooses rock will win by another player who chooses scissors but loose by the player who chooses paper; a player with paper will loose by the player with the scissors.

If both players choose the same then the game is tied. Rock paper scissors game is mainly played among kids.

student Lab Phase report
Coding With Python



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Functionality: Evaluate the functionality of the Python program. Check if it performs the intended tasks correctly, handles user inputs appropriately, and produces the expected outputs. 100%

Problem Solving: Evaluate the students' problem-solving skills demonstrated in the project. Assess their ability to analyze and understand requirements, design an appropriate solution, and implement it effectively. 100%

Creativity and Innovation: Consider the students' ability to go beyond

93%

OVERALL SCORE



the basic requirements and demonstrate creativity and innovation in their project. Evaluate any unique features, enhancements, or additional functionalities they have implemented. 80%

Overall Project Completion: Assess the overall completeness and success of the project. Consider if the project meets the initial objectives, if all the required phases have been implemented, and if the final product functions as expected. 100%

STUDENT PROJECT TITLE AND DESC

Rock,Paper, scissors game

The goal of this project is to create an interactive and personalized Rock-Paper-Scissors game that goes beyond the basic functionality. The game will be developed using Python and a graphical user interface (GUI) library like Tkinter. The project aims to enhance the traditional Rock-Paper-Scissors experience by incorporating personalized features and additional functionalities.



93/100

1/3

Game Initialization

Phase Link

<https://colab.research.google.com/drive/1eQ0bxigfmQDMyULAUKq-GrVwnv5jHk5Qx#scrollTo=Gxar6Zz438nq&line=18&uniqifier=1>

This code initializes the game with the title "Rock,Paper,scissors", prompts the user to choose their move, validates the user's input, generates a random move for the computer, and prints the computer's choice



93/100

2/3

User Interactions

Phase Link

<https://colab.research.google.com/drive/1eQ0bxigfmQDMyULAUKq-GrVwnv5jHk5Qx#scrollTo=Okq1ZIR3jOL1&line=22&uniqifier=1>

This code defines a function called `play()` to handle the game logic. The code implements the necessary conditional statements to determine the winner. The code defines a function called `reset()` to reset the game and defines a function called `Exit()` to exit the application



90/100

3/3

Application Execution

Phase Link

<https://colab.research.google.com/drive/1eQ0bxigfmQDMyULAUKq-GrVwnv5jHk5Qx#scrollTo=mlHR2F73kKo5&line=1&uniqifier=1>

This code creates a simple GUI for the Rock, Paper, Scissors game using Tkinter. It allows the user to input their choice, plays against the computer's random choice, displays the result, and provides options to reset the game or exit the application.

