# GoldenBird Education

**"Skills2Success : Empowering Students"**

## INDIA | UAE | JAPAN

**For Academic Year 2025-2026**
**&lt;Undergrad Students&gt;**

## Line Meeting 03 <> DYP <> AB

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# Rock, Paper, Scissors – Step-by-Step Logical Development

## STEP 1: Define the Game Rules

- Rock beats Scissors
- Scissors beats Paper
- Paper beats Rock
- If both players choose the same, it's a tie.

Also define the structure:

- It's a **best of 3 match**: first to win **2 rounds** wins the game.

## STEP 2: Setup Choices and Scores

- Define the valid choices: `"rock"`, `"paper"`, `"scissors"`
- Create variables to keep track of:
    - Player score
    - Computer score
    - Number of rounds played

## STEP 3: Take Player Input

- Ask the player to type `"rock"`, `"paper"`, or `"scissors"`.
- Convert input to lowercase for consistency.
- Check if the input is valid (i.e., part of the choices list).
    - If not, ask again without increasing round count.

## STEP 4: Generate Computer's Choice

- Use a **random selection** from the same list of choices.

## STEP 5: Compare Choices

- Compare the player's choice and computer's choice:
    - If both are same → it's a **tie**.
    - Otherwise, apply the rules to decide the winner of the round.
- Based on who wins:
    - Increase either player's or computer's score by 1.

## STEP 6: Display Round Results

- Print what both player and computer chose.
- Show who won that round.
- Display current score after each round.

## STEP 7: Repeat Until One Wins 2 Rounds

- Use a loop that continues until either:
    - Player's score = 2, or
    - Computer's score = 2.

## STEP 8: Display Final Result

- Once either side reaches 2 points:
    - End the game loop.
    - Announce the overall match winner.