Chp.3 – Rock, Paper, Scissors

The goal of this activity is to create a program where two players can play rock, paper, scissors. Be sure to create a header comment with the title of this program, your name, and the date, along with a short summary in your own words about the purpose of your program. Your program should be made up of the following steps:

Part 1 – Ask the user for the players' names, and then ask if they would like to play rock, paper, scissors. Once you run your program, the questions for the user should be formatted as follows:

```
What's Player 1's name?
What's Player 2's name?
Would you like to play rock, paper, scissors? yes/no
```

Part 2 – In the event the user wants to play, all of the following Parts 2a, b, c, d, e, and f should occur.

Part 2a – Ask Player 1 if they would like to choose rock, paper, or scissors:

```
What's Player 1's choice?
```

Note: Afterwards, print 150 newlines this is so that when Player 2 is making their choice, they cannot see what Player 1 chose. The code to do this is already provided for you in this assignment's given template.

Part 2b – Now your program should ask Player 2 if they'd like to choose, rock, paper, or scissors:

```
What's Player 2's choice?
```

Now that you have both of the players' choices, you have to determine who won based on the following rules:

Part 2c – In the event that both players chose "rock", they both lose:

```
You both lose!
```

Part 2d – Otherwise, if both players make the same choice (ie both choose "paper" or both choose "scissors"), then the game ends in a tie:

```
It's a tie!
```

Part 2e – Otherwise, your code should account for all of the different choices and outcomes that can occur in a regular game of rock, paper, scissors. Your program should always tell the user the outcome of the game (ie the name of which player won). For example, if Player 1's name is "Alice" and she picks "rock", while Player 2's name is "Rose" and she picks "paper", the following should be the outcome displayed:

```
Rose wins!
```

Part 2f – All of the above parts depend on the players spelling their choices correctly, so in the even that one of both of the players' choices are misspelled or contain any uppercase letters, then your program should have the following outcome:

```
Improper choice(s)!
```

Part 3 – Lastly, in the event that user does not want to play rock, paper, scissors, the only thing your program should do is say goodbye to the user:

```
Goodbye!
```

Overall notes: Spelling and proper lowercase formatting of all user given values is crucial in this program. Part 2f accounts for any misspellings in the players' choices of rock, paper, scissors, however if the user's answer to the prompt as to whether they want to play rock, paper, scissors is not "yes" or "no" (formatted exactly as written) then your program is not expected to do anything. For example, if the two players' names are "Matt" and "Michael" but the user responds "Yes" to the question of whether they want to play, your program is expected to only display the following, and then end:

```
What's Player 1's name? Matt
What's Player 2's name? Michael
Would you like to play rock, paper, scissors? yes/no Yes
```

Example Test Case:

If the user were to provide the name "Charles" for Player 1, the name "Heidi" for Player 2, say "yes" in answer to whether they would like to play, and have Player 1 choose "scissors" while Player 2 choose "paper", then your program should display the following results of the game:

```
What's Player 1's name? Charles
What's Player 2's name? Heidi
Would you like to play rock, paper, scissors? yes/no yes
What's Player 1's choice? scissors



...(numerous newlines)...



What's Player 2's choice? paper
Charles wins!
```