

## **This Python code is a simple game of chance between a player and a computer.**

### **Description:**

The code simulates a game where the player competes against the computer by choosing between three options: "Inky", "Pinky", or "Polly". The computer also selects one of these options randomly. The outcome of the game depends on the choices made by both the player and the computer. The game continues until the player decides to stop playing.

### **How it Works:**

1. Initialization: The player's and computer's scores are initialized to zero.
2. Game Loop: The game is wrapped in a ``while True`` loop, ensuring it continues until the player decides to quit.
3. Player's Choice: The player is prompted to input their choice among "Inky", "Pinky", or "Polly".
4. Computer's Choice: The computer randomly selects one of the choices.
5. Outcome Determination:
  - If both the player and computer choose the same option, it's a tie.
  - Otherwise, the winner is determined based on the combinations of choices.
6. Score Update: Depending on the outcome, either the player's or computer's score is incremented.
7. Play Again?: After each round, the player is asked if they want to play again.
8. Game Termination: If the player chooses not to play again, the game ends.
9. Result Display: The final scores of the player and computer are displayed, along with the winner of the game or if it's a tie.

### **Tools Used:**

- Random Module: Utilized to generate a random choice for the computer.
- Looping Constructs: While loop to repeatedly play the game until the player opts out.
- Conditional Statements: Used to determine the winner of each round and to handle user input for playing again or quitting.
- Variables: ``player_score`` and ``computer_score`` to keep track of the scores.

This code offers a simple yet engaging way for users to interact with the computer in a game of chance, providing enjoyment and a bit of strategic thinking as players try to outwit their digital opponent.