

```

import time
import random

winStreakPlayer = 0
winStreakComputer = 0

lossStreakPlayer = 0
lossStreakComputer = 0

playerScore = 0
computerScore = 0

def artComputer():

    if computerChoice == "rock":
        print("""
THE COMPUTER CHOSE:

      _____
---'  _____)
      (_____)
      (_____)
      (_____)
---.__(_____)
""")
    elif computerChoice == "paper":
        print("""
THE COMPUTER CHOSE:

      _____
---'  _____)_____
      (_____)
      (_____)
      (_____)
---._____)

```

```

        """

    elif computerChoice == "scissors":
        print("""
THE COMPUTER CHOSE:

    _____
---'   _____
        _____
        _____)
        _____)
        (_____)
---.____(_____)

        _____
        """)

```

```
def artPlayer():
```

```

    if playerChoice == "rock":
        print("""
YOU CHOSE:

```

```

    _____
---'   _____
        _____
        (_____)
        (_____)
        (_____)
---.____(_____)
        """)

```

```

    elif playerChoice == "paper":
        print("""
YOU CHOSE:

```

```

    _____
---'   _____
        _____)
        _____)
        _____)

```

```

        _____)
    ---._____ )
            """)

```

```

elif playerChoice == "scissors":
    print("""
YOU CHOSE:

```

```

    _____
    ---'_____ )_____
            _____)
            _____)
            (_____)
    ---.__(_____)

            """)

```

```

def playerWinChampAscii():
    print("""You win THE CHAMPIONSHIPS! (you beat the game!)

```

```

        _____
    .---'::'_____`---.
    (::::~'_____ )
    |`-----._____`-----'|
    |_____ ::::~|
    .|_____ ::::~!-
    \|_____ ::::~|/|/
    |_____ ::::~|
    | Special CHAMP Award:|
    |   for EXCELLENCE::|
    |_____ ::::~|
    |_____ .:~:~|
    J_____ ::::~F
    \_____ :~:~:/
    `-._____ :~:~-'
    `-._- .:~:~-

    |   :~:~|

```

```

            F      ::J
            /      ::\
            _.-'      ::`-._
            (_____:::____)

        """)

def computerWinChampAscii():
    print("""
            _____
            _____
            _____
            \ \      / / _ \ | _ \ / ____|_   _|   |   _ \ | |      / \ \ \ \
            / / ____|_ _ \      / _ \ | ____|   / \   | |   | |   | ____|_
            _|_ _| \ / | ____|   _ / /
            \ \ / \ / / | | | |_) | (_____| |   | |_) | |   / \ \ \
            \_ / / | | | |_) |   | | | | | | ____|   / \ \ | |   | |
            | |   | | | \ / | | ____|   (_____|
            \ \ / \ / / | | | | _ / \ ____ \ | |   | ____/ | |   / \ \ \
            / | ____| | _ /      | | | | ____|   / \ \ \ | |   | |
            | |   | | | \ / | | ____|   | |
            \ \ / \ / / | | | | \ \ ____| | |   | |   | | ____ / ____ \ | |
            | | ____| | \ \      | | ____| |   / ____ \ | | ____| | ____| |
            _| | | | | | ____|   _| |
            \ \ / \ \ ____/ | | \ \ ____/   | |   | |   | ____/ _ / \ \ \ |
            | ____| | \ \      \ ____/ | |   / _ / \ \ \ ____| ____|   | |
            | ____| | | ____|   (_____|
            \_

        """)

def timeSleep():
    time.sleep(.4)

def championships():
    global playerScore, computerScore, winStreakPlayer, winStreakComputer,
    lossStreakPlayer, lossStreakComputer

    winStreakPlayer = 0
    winStreakComputer = 0

```

```
lossStreakPlayer = 0
lossStreakComputer = 0
```

```
playerScore = 0
computerScore = 0
```

```
print("Welcome to  ")
```

```
time.sleep(.5)
```

```
print("""
```

```
    _____
---'    _____)
        (_____)
        (_____)
        (_____)
---'.__ (_____)
""")
```

```
time.sleep(.5)
```

```
print("""
```

```
    _____
---'    _____) _____
```

```

        _____)
        _____)
        _____)
    ---. _____)
    """)

```

```

time.sleep(.5)

```

```

print("""

```

```

    _____
    ---' _____) _____
        _____)
        _____)
        _____)
        (_____)
    ---. __ (_____) """)

```

```

time.sleep(.6)

```

```

print("  _____ - _____ - _____ - _____ - _____
")
timeSleep()
print(" / ____| | | | | / \ | \ / | __ \_ _/ __ \ | \ | | / ____|
")
timeSleep()

```

```
print("| | | | _ | | / \ | \ / | |_) | | | | | | \ | | ( __")
timeSleep()
print("| | | | _ | | / / \ \ | | \ / | | _ _ / | | | | | | . ` \ \__ \")
timeSleep()
print("| | _ _ | | | | / _ _ \ | | | | | | _ | | | _ | | \ | | _ _ ) |")
timeSleep()
print(" \ _ _ _ | _ | | _ / _ \ \ _ _ | _ | _ | _ _ _ \ _ _ / | _ | \ _ | _ _ _ / ")

time.sleep(1.04)

print("DRAMATIC MUSIC PLAYS")

time.sleep(2.2)

print(" ")

while playerScore < 7 or computerScore < 7:

    playerChoice = input("Do you want to choose rock, paper, or scissors? ")

    elementList = ["rock", "paper", "scissors"]
    computerChoice = random.choice(elementList)

    time.sleep(.05)
```

```

rollAnimation()

print("-----")

if playerChoice == "rock":
    print("""
YOU CHOSE:

      _____
---'      )
          (
          (
          (
---.__(
""")

elif playerChoice == "paper":
    print("""
YOU CHOSE:

      _____
---'      )_____
          )
          )
          )
          )
---._____
          """)

elif playerChoice == "scissors":
    print("""
YOU CHOSE:

      _____
---'      )_____
          )
          )
          )
          (
---.__(

```



```

        """

    time.sleep(.5)

    if computerChoice == "rock":
        print("""
THE COMPUTER CHOSE:

    _____
--- '   _____)
        _____)
        _____)
        _____)
--- .   _____)
""")

    elif computerChoice == "paper":
        print("""
THE COMPUTER CHOSE:

    _____
--- '   _____) _____
        _____)
        _____)
        _____)
        _____)
--- .   _____)
""")

    elif computerChoice == "scissors":
        print("""
THE COMPUTER CHOSE:

    _____
--- '   _____) _____
        _____)
        _____)
        _____)

```

```

        (_____)
    ---.__(_____)

        """)

    time.sleep(.75)

    print("-----")

    #When player wins a round
    if playerChoice == "rock" and computerChoice == "scissors" or
playerChoice == "paper" and computerChoice == "rock" or playerChoice ==
"scissors" and computerChoice == "paper":
        playerScore += 1
        print("You won this round!")
        scoreboard()
        streak(playerChoice, computerChoice)

print("-----")

    #When computer wins a round
    elif playerChoice == "rock" and computerChoice == "paper" or
playerChoice == "scissors" and computerChoice == "rock" or playerChoice ==
"paper" and computerChoice == "scissors":
        computerScore += 1
        print("You lost this round!")
        scoreboard()
        streak(playerChoice, computerChoice)

print("-----")

    #When there is a tie

```

```
elif playerChoice == "rock" and computerChoice == "rock" or
playerChoice == "paper" and computerChoice == "paper" or playerChoice ==
"scissors" and computerChoice == "scissors":
    print("You both tied!")
    scoreboard()
    streak(playerChoice, computerChoice)
```

```
print("-----")
```

```
print("⬇ ⬇ ⬇")
```

```
print(" ")
```

```
if playerScore == 7:
    playerWinChampAscii()
    break
```

```
if computerScore == 7:
    computerWinChampAscii()
    break
```

```
def rollAnimation():
    print("Drumroll... 🥁 ")
    time.sleep(.1)
    print("           🥁 ")
    time.sleep(.1)
    print("           🥁 ")
    time.sleep(.1)
    print("           🥁 ")
    time.sleep(.1)
```

```

print("          🥁 ")
time.sleep(.1)
print("          🥁 ")
time.sleep(.1)
print("          🥁 ")
time.sleep(.1)
print("          🥁 ")
time.sleep(.1)
print("          🥁 ")

```

```
def compWinAscii():
```

```
    print("""THE COMPUTER WON...

```

```

      _____
|   _____   |   .-.      .-.      |* \_ / * | _____
| |   _____ | |   .****.  .****.  || _ / - \ _ | _____ |
| |   0   0   | |   .*****.*****.  | |   0   0   | |
| |   -   | |   .*****.*****.  | |   -   | |
| |   \___/   | |   .*****.  | |   \___/   | |
| | _____ | |   .*****.  | | _____ | |
| _____ | \_ / | _____ | _____ |
|_ |__ | / \ |__ | .....*....._ | _____ |_
/  *****  \      /  *****  \
/  *****  \      /  *****  \
-----
        """)

```

```
def playerWinAscii():
```

```
    print("""You win!

```

```

      _____
      .--' : : '---.

```

```

        (:::::'
        |`-----._____.-----'|
        |                               ::::::|
        .|                               ::::::!-
        \|                               :::::/|/
        |                               ::::::|
        | Special Flonk Award:|
        |   for Silliness::::|
        |                               ::::::|
        |                               .:::::|
        J                               ::::::F
        \                               ::::::/
        \.                               .:::::'
        \.-._ .:::::-'

        |   :::|
        F   ::J
        /   ::\
        __.-'   :::-._
        (_____ ::::::_)

    """)

```

```

def streak(playerChoice, computerChoice):
    global winStreakComputer, winStreakPlayer, lossStreakComputer,
    lossStreakPlayer

    if playerChoice == "rock" and computerChoice == "scissors" or
    playerChoice == "paper" and computerChoice == "rock" or playerChoice ==
    "scissors" and computerChoice == "paper":
        winStreakPlayer += 1
        lossStreakComputer += 1

    lossStreakPlayer = 0
    winStreakComputer = 0

```

```

        if winStreakPlayer >= 2:
            print(f"Player {winStreakPlayer}x win streak! ")

        if lossStreakComputer >= 2:
            print(f"Computer {lossStreakComputer}x loss streak! ")

        elif playerChoice == "rock" and computerChoice == "paper" or
playerChoice == "scissors" and computerChoice == "rock" or playerChoice ==
"paper" and computerChoice == "scissors":
            lossStreakPlayer += 1
            winStreakComputer += 1

            lossStreakComputer = 0
            winStreakPlayer = 0

        if winStreakComputer >= 2:
            print(f"Computer {winStreakComputer}x win streak! ")

        if lossStreakPlayer >= 2:
            print(f"Player {lossStreakPlayer}x loss streak! ")

def winOrLose():
    global playerScore
    global computerScore

    #When player wins a round
    if playerChoice == "rock" and computerChoice == "scissors" or
playerChoice == "paper" and computerChoice == "rock" or playerChoice ==
"scissors" and computerChoice == "paper":
        playerScore += 1
        print("You won this round!")
        scoreboard()
        streak(playerChoice, computerChoice)

        print("-----")

    #When computer wins a round

```

```

    elif playerChoice == "rock" and computerChoice == "paper" or
playerChoice == "scissors" and computerChoice == "rock" or playerChoice ==
"paper" and computerChoice == "scissors":
        computerScore += 1
        print("You lost this round!")
        scoreboard()
        streak(playerChoice, computerChoice)

```

```

    print("-----")

```

```

    #When there is a tie

```

```

    elif playerChoice == "rock" and computerChoice == "rock" or
playerChoice == "paper" and computerChoice == "paper" or playerChoice ==
"scissors" and computerChoice == "scissors":
        print("You both tied!")
        scoreboard()
        streak(playerChoice, computerChoice)

```

```

    print("-----")

```

```

def scoreboard():

```

```

    print(f"""

```

```

                -----

```

```

                -----

```

```

                -----

```

```

            -----

```

```

            -----

```

```

        --

```

```

        --

```

```

    ----

```

```

        PLAYER

```

```

        COMPUTER

```

```

    ----

```

```

    -----

```

```

    -----

```



```
time.sleep(.5)
```

```
print("""
```

```
_____
--- ' _____) _____
      _____)
      _____)
      _____)
--- . _____)
""")
```

```
time.sleep(.5)
```

```
print("""
```

```
_____
--- ' _____) _____
      _____)
      _____)
      _____)
      (_____)
--- . __ (_____) """)
```

```
time.sleep(.6)
```

```
print("""
```

```
    In this game, you will play by the classic rules, but the first one  
who wins 5 rounds  
    gets a trophy!  
""")
```

```
playerScore = 0  
computerScore = 0
```

```
while playerScore < 5 or computerScore < 5:
```

```
    time.sleep(.4)
```

```
    playerChoice = input("Do you want to choose rock, paper, or scissors?  
")
```

```
    elementList = ["rock", "paper", "scissors"]  
    computerChoice = random.choice(elementList)
```

```
time.sleep(.05)
```

```
rollAnimation()
```

```
print("-----")
```

```
artPlayer()
```

```
time.sleep(.5)
```

```
artComputer()
```

```
time.sleep(.75)
```

```
print("-----")
```

```
winOrLose()
```

```
print("⬇ ⬇ ⬇")
```

```
print(" ")
```

```
if playerScore == 5:  
    playerWinAscii()  
    again = input("""
```

```
Since you won, you have the choice to go to the championships! If you  
choose to accept this offer, there will be  
        a game of first to 7 points... (spooky). If you win,  
you officially beat the game.
```

```
        If you lose, well, then you have the title of worst  
player of rock paper scissors. (You really don't wanna lose this).
```

```
                The stakes are high; WILL YOU MOVE TO THE
CHAMPIONSHIPS? (y), (n) "")
    if again == "y":

        print("It seems like you've chosen the WARIOR PATH. ")
        time.sleep(1.3)

        print("You've come this far...")
        time.sleep(1.3)

        print("I wish you luck...")
        time.sleep(2.2)

        print("*Crowd cheering sounds ")

        time.sleep(4)
        championships()
        break
    else:
        print("Well, I guess you gave up... LIKE A LOSER! Goodbye for
now. ")
        break

if computerScore == 5:
    compWinAscii()
    break
```