

```

import time import random def compWinAscii(): print("""
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.*****. ||-||| \_/| .*****. || \_/| |||_____ | .*****. ||_____ |
|_____ | \_/| _____ .***. |_____ | |_/ \_/| _____ * _____ | _____ | / *****
\ / ***** \ / ***** \ / ***** \ / ***** """) def
playerWinAscii(): print("""You win! _____ .---'::' ---. (:::::' )
|----- .-----' || :::::| .| :::::|-. \ | :::::/| | :::::| | Special Flonk Award:| | for
Silliness::::| | :::::| | :::::| J ::::: F \ :::::/ . .:~::~:~' -._ .:~::~:~' | ::: F ::J / :~_-'
:::- .__ ( _____ :::::_) """) 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 if playerScore == 1 and computerScore != 1:
print(f"You won this round! You gain one point! You currently have 1 point, and the computer has
{computerScore} points. ") elif computerScore == 1 and playerScore != 1: print(f"You won this
round! You gain one point! You currently have {playerScore} points, and the computer has 1
point. ") elif playerScore == 1 and computerScore == 1: print(f"You won this round! You gain one
point! You currently have 1 point, and the computer has 1 point. ") else: print(f"You won this
round! You gain one point! You currently have {playerScore} points, and the computer has
{computerScore} points. ") 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 if playerScore == 1 and computerScore != 1: print(f"You lost this
round! The computer gains one point! You currently have 1 point, and the computer has
{computerScore} points. ") elif computerScore == 1 and playerScore != 1: print(f"You lost this
round! The computer gains one point! You currently have {playerScore} points, and the
computer has 1 point. ") elif playerScore == 1 and computerScore == 1: print(f"You lost this
round! The computer gains one point! You currently have 1 point, and the computer has 1 point.
") else: print(f"You lost this round! The computer gains one point! You currently have
{playerScore} points, and the computer has {computerScore} points. ")
print("-----") #When there is a tie elif playerChoice ==
"rock" and computerChoice == "rock" or playerChoice == "paper" and computerChoice ==
"paper" or playerChoice == "scissors" and computerChoice == "scissors": if playerScore == 1
and computerScore != 1: print(f"You both tied! Nobody gains any points. You have 1 point, and
the computer has {computerScore} points. ") elif computerScore == 1 and playerScore != 1:
print(f"You both tied! Nobody gains any points. You have {playerScore} points, and the computer
has 1 point. ") elif playerScore == 1 and computerScore == 1: print(f"You both tied! Nobody
gains any points. You have 1 point, and the computer has 1 point. ") else: print(f"You both tied!
Nobody gains any points. You have {playerScore} points and the computer has {computerScore}
points. ") print("-----") print("Welcome to ") time.sleep(.5)
print(""" _____ ---' ____ ) (____) (____) (____) ---.__(____) """) 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) 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(" 🥁 ")
print("-----") print(f"You chose {playerChoice}, and the
computer chose {computerChoice}! ") time.sleep(.75)
print("-----") winOrLose() time.sleep(1) print("⬇ ⬇ ⬇")
print(" ") if playerScore == 5: playerWinAscii() break if computerScore == 5: compWinAscii()
break /usr/bin/python3 /Users/sa04/Desktop/rps.py sa04@Sa04s-MacBook-Air Desktop %
/usr/bin/python3 /Users/sa04/Desktop/rps.py File "/Users/sa04/Desktop/rps.py", line 28
print("""You win! ^ SyntaxError: invalid syntax sa04@Sa04s-MacBook-Air Desktop % How do I fix
this? Please explain in simple terms

```

**ChatGPT said:**

ChatGPT

The error you're seeing is caused by a mistake in the syntax of your string in the `playerWinAscii()` function. Specifically, you have this line:

```

python
Copy code
print("""You win!

```

This line has a double quote (") at the beginning of the string followed by another double quote inside the string. This is causing a syntax error because Python is getting confused by the quotes.

## How to fix it:

You just need to remove the extra double quote and make sure the string is properly enclosed. It should look like this:

```

python
Copy code
print("You win!")

```

## Corrected `playerWinAscii()` function:

```

python
Copy code
def playerWinAscii():
    print("""

```

You win!

```

              -----
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          (::::)
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        |           |:::|
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    .|           |:::|/|/
    \|           |:::|
    |           |:::|
    | Special Flonk Award:|
    |   for Silliness:::|
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""")
```

## Explanation:

- In the original code, `print("You win!` was problematic because the `"` right after the `print` opened a string, but Python couldn't figure out where the string ended.
- By fixing the extra quote and using `print("You win!")`, you are correctly opening and closing the string in Python.

Once you make this change, the syntax error will be resolved. Let me know if you need any further assistance!

4o mini

**You said:**

WOW THANK YOU

**ChatGPT said:**

ChatGPT

You're very welcome! 😊 I'm glad I could help! If you have any more questions or need further assistance, feel free to ask. Have fun with your game, and happy coding! 🚀🎮