Final Report

ROCK PAPER SCISSOR GAME

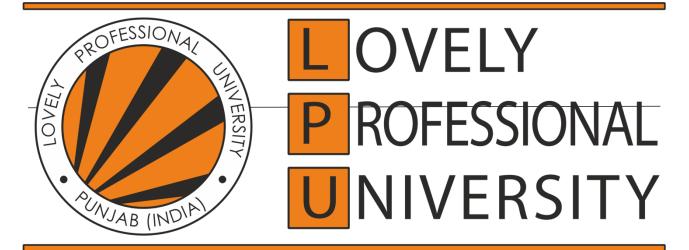
PYTHON PROGRAMMING (INT 213)

Ву

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INTRODUCTION

Rock paper scissors game is also known as stone paper scissors. It is a hand game that is usually played between 2 people, each player can randomly form any one of three from their hand.

A player who chooses rock will win by another player who chooses scissors but loose by the player who chooses paper; a player with paper will loose by the player with the scissors.

If both players choose the same then the game is tied. Rock paper scissors game is mainly played among kids.

GAME RULES

In this app that we make, you are going to play against your enemy, which is the computer. The rules of the game are listed below:

- If one player chooses the rock, and the other chooses the scissor, rock wins.
- If one player chooses the rock, and the other player chooses paper, paper wins.
- If one player chooses the scissor, and the other player chooses paper, scissor wins.
- If both the choices are the same, then no one will win. Both the user and the computer will not get a point.

Game Winner Condition:

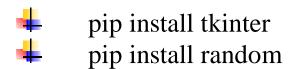
- Paper and Scissor =>Scissor win
- Rock and Scissor =>Rock win
- Paper and Rock =>Paper win

PROJECT PREREQUISITES

To implement this python rock paper scissors project we will use the basic concept of python with tkinter and random module.

- Tkinter is a standard GUI library which is one of the easiest ways to build a GUI application.
- random module use to generate random numbers

To install the libraries we can use the pip installer command on the command prompt:



PROJRCT FILE STRUCTURE

These are the step to build a rock-paper-scissors game using python:

- Import required libraries
- Initialize window
- · Code for user choice
- Code for computer choice
- Define functions
- Define buttons

GUI Implementation Steps (Add Button, Label, Frame)

- Create a head label that will show the title of the game, set its font and properties
- Below the head, label create a user label that will show the hand sign selected by the user
- Create a computer label that will show hand sign picked by the computer
- In between the user and the computer label create a label to show the text "vs"
- Create a result label to show the result set font and other properties to it
- Create three pushbuttons for rock, paper, and scissor respectively
- Create a reset button to reset the game

SOURCE CODE

1st screenshot

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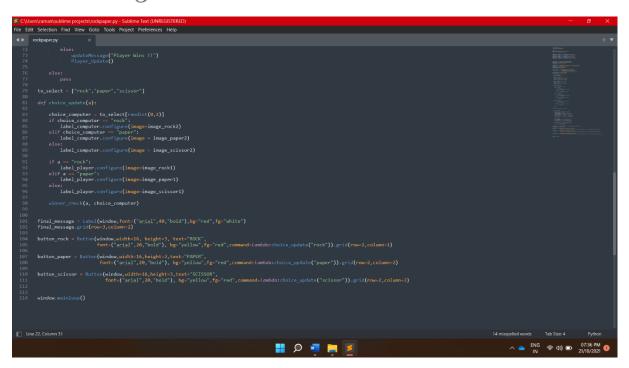
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2nd screenshot

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3rd screenshot



OUTPUT



SUMMARY

we have successfully developed the rockpaper-scissors game using python. We used Tkinter library for rendering graphics. We use a random module to generate random choices. We learn how to create button widget. We also learn how to call the function using button. In this way, we created a rock-paper-scissors python game.