## **Project Report: Stone-Paper-Scissors Game Using Python**

### **Objective:**

The aim of this project is to create a simple **Stone-Paper-Scissors game** using Python. This is a classic hand game played between two players — in this version, the user plays against the computer. The goal is to implement basic game logic using simple Python concepts.

### **Tools & Technology Used:**

* **Language:** Python
* **Concepts:** Input/Output, Conditional Statements, Loops, Random Module

### **Project Description:**

This Python program allows the user to play the Stone-Paper-Scissors game with the computer. The rules are:

* **Stone beats Scissors**
* **Scissors beats Paper**
* **Paper beats Stone**

The program uses the random module to let the computer choose between 'stone', 'paper', or 'scissors'. The user enters their choice through the keyboard. The program then compares both choices and displays the result (win, lose, or tie).