**📝 Project Report Content**

**📌 Project Title:**

**Rock-Paper-Scissors Game Using Python**

**📄 1. Introduction**

This project is a simple interactive Rock-Paper-Scissors game developed in Python. It allows the user to play against the computer using text-based inputs. The game logic is based on classic rules where rock beats scissors, scissors beat paper, and paper beats rock.

**🎯 2. Objectives**

* Enable user interaction to choose between rock, paper, or scissors.
* Generate a random choice for the computer.
* Determine the winner based on user and computer choices.
* Provide continuous play with score tracking.
* Display results clearly with a user-friendly interface.

**🧰 3. Tools and Technologies Used**

* **Programming Language:** Python 3
* **Modules Used:** random – for generating computer’s choices

**🔍 4. Game Flow**

1. The user is prompted to select a move.
2. The computer randomly selects its move.
3. The program compares the two choices and determines the result.
4. The game displays both choices and the outcome.
5. Scores are updated and shown after each round.
6. The user can choose to play again or exit.

**💡 5. Features**

* Validates user input.
* Random move generation for computer.
* Displays clear results after each round.
* Tracks and displays running scores.
* Option to replay without restarting the program.

**📊 6. Sample Output (Descriptive)**

yaml

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👊 Welcome to Rock-Paper-Scissors Game!

Choose your move:

1. Rock

2. Paper

3. Scissors

Enter your choice (1/2/3): 2

🧍 You chose: Paper

💻 Computer chose: Rock

🏁 Result: You Win! 🎉

📊 Scores => You: 1 | Computer: 0

🔁 Do you want to play again? (y/n): y

**✅ 8. Conclusion**

This Python project successfully demonstrates how simple control structures, randomization, and user interaction can be combined to create an engaging game. It serves as a beginner-friendly application to learn core programming concepts.