**IT 115 Assignment: Scratch Walkthrough #2: Variable Guessing Game**

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**Codesters URL:** <https://www.codesters.com/preview/7523362b00624f2598f3343efbcd8eda/>

**Python Code**:

# create an array of 3 items for the game

choices = ["rock","paper","scissors"]

# create a background setting for the game

stage.set\_background\_color("deepskyblue")

# define player avatars for computer and user

computer = codesters.Sprite("computer",175,0)

user = codesters.Sprite("child3",-175,0)

# prompt user to choose an object

user\_choice = user.ask("What's your choice? rock, paper, or scissors?")

# if user's entry is invalid, reprompt for valid input

while user\_choice not in choices:

user\_choice = user.ask("PLEASE! Enter rock, paper, or scissors! Stop being cute!")

# find and load the corresponding image for user's choice

user.load\_image(user\_choice)

# Generate a random value

for i in range(random.randint(10,25)):

# Computer's turn. Assign computer's choice of object & load corresponding image.

comp\_choice = random.choice(choices)

computer.load\_image(comp\_choice)

# Create text object to display winner or tie

winner = codesters.Text("",0,150)

# Compare user object to computer object to determine winner or tie

if user\_choice == comp\_choice:

winner.set\_text("Tie!")

# If the user chooses rock, check computer's choice and compare.

# the winner with a nexted if condition to check for paper.

elif user\_choice == "rock":

# Nested IF statement: check for paper vs rock

if comp\_choice == "paper":

winner.set\_text("Computer Wins!")

else:

winner.set\_text("Player Wins!")

# If the user chose paper, check computer's choice and compare

# the winner with a nested if statement to check for scissors

elif user\_choice == "paper":

# Check for scissors to beat paper

if comp\_choice == "scissors":

winner.set\_text("Computer Wins!")

else:

winner.set\_text("Player Wins!")

# Close out the logic with the last possible choice - scissors.

# Compare computer's choice and determine winner with a nested if statement.

else:

# Check for rock to beat scissors

if comp\_choice == "rock":

winner.set\_text("Computer Wins!")

else:

winner.set\_text("Player Wins!")