**ROCK, PAPER,**

**SCISSOR GAME**

A PROJECT REPORT

*Submitted by,*

Soumya Prasad

ABSTRACT

Rock Paper Scissor is a hand game usually played between two players where each player simultaneously forms one of three shapes with an outstretched hand. A player who decides to play rock will beat another player who has chosen scissors ("rock crushes scissors" or sometimes "blunts scissors”] ), but will lose to one who has played paper ("paper covers rock"); a play of paper will lose to a play of scissors ("scissors cuts paper"). If both players choose the same shape, the game is tied and is usually immediately replayed to break the tie. Here we develop the rock paper scissor game using tkinter module in python. The player is playing with the computer as opponent. We used different function for implementing to choose rock, paper and scissor options in the game. We prompted the user to choose any one of the option and then the computer randomly chose any one.And at the end of the program the result is shown.

SOURCE CODE

from tkinter import\*

import random

window=Tk()

window.title("Rock,Paper,Scissor Game")

window.geometry("750x450")

window.iconbitmap("./rock.ico")

l=LabelFrame(window,text="Rock,Paper,Scissor",font=("Arial20 bold"),fg="blue",bg="#FFCBA4",width=600,height=400)

l.pack(expand=YES,fill=BOTH)

t=Label(l,text="Lets start the game...",font=("Arial 16"),fg="green")

t.pack()

l1=Label(l,text="Player",font=("Helvetica 18 bold"),fg="Black",bg="white")

l1.place(relx= .18, rely= .1)

l2=Label(l,text="VS",font=("Helvetica 18 bold"),fg="Black",bg="white")

l2.place(relx= .45, rely= .1)

l3=Label(l,text="Computer",font=("Helvetica18 bold"),fg="Black",bg="white")

l3.place(relx= .65, rely= .1)

computer\_value={"0":"Rock","1":"Paper","2":"Scissor"}

label= Label(l, text="", font=('Coveat', 25,'bold'), bg= "khaki3")

label.pack(pady=150)

l4=Label

player\_choice\_label=Label(l,text="",font=("Helvetica 18 bold"),fg="red",bg="white")

player\_choice\_label.place(relx= .18, rely= .3)

computer\_value\_label=Label(l,text="",font=("Helvetica 18 bold"),fg="red",bg="white")

computer\_value\_label.place(relx=.65,rely=.3)

def button\_disable():

b1["state"] = "disable"

b2["state"] = "disable"

b3["state"] = "disable"

def isrock():

player\_choice\_label.config(text = 'Rock')

cv=computer\_value[str(random.randint(0,2))]

computer\_value\_label.config(text=cv)

if cv=="Rock":

result="Match draws"

elif cv=="Scissor":

result="You Won!!!"

elif cv=="Paper":

result="Computer Won!!!"

label.config(text=result)

button\_disable()

def ispaper():

player\_choice\_label.config(text = 'Paper')

cv=computer\_value[str(random.randint(0,2))]

computer\_value\_label.config(text=cv)

if cv=="Rock":

result="You Won!!!"

elif cv=="Scissor":

result="Computer Won!!!"

elif cv=="Paper":

result="Match draws"

label.config(text=result)

button\_disable()

def isscissor():

player\_choice\_label.config(text = 'Scissor')

cv=computer\_value[str(random.randint(0,2))]

computer\_value\_label.config(text=cv)

if cv=="Rock":

result="Computer Won!!!"

elif cv=="Scissor":

result="Match draws"

elif cv=="Paper":

result="You won!!!"

label.config(text=result)

button\_disable()

def reset():

b1.config(state= "active")

b2.config(state= "active")

b3.config(state= "active")

player\_choice\_label.config(text = "")

computer\_value\_label.config(text = "")

label.config(text = "")

b1=Button(l, text= "Rock", font= 10, width= 7,bg="#CBA3FF",command= lambda:isrock())

b1.place(relx=.25, rely= .62)

b2=Button(l, text= "Paper", font= 10, width= 7 ,bg="#CBA3FF",command=lambda:ispaper())

b2.place(relx= .41,rely= .62)

b3=Button(l,text="Scissor",font=10,width=7,bg="#CBA3FF", command=lambda:isscissor())

b3.place(relx= .58, rely= .62)

b4=Button(l, text= "Reset", font= 10, width= 7,bg="Orange",command=lambda:reset())

b4.place(relx= .8, rely= .62)

window.mainloop()

SCREENSHOTS



