**🎲Rock Scissors Paper** **🎲**

A console-based Java implementation of the “**Rock – Scissors – Paper**” game.

It’s a simple **two player game,** where you and your opponent (the computer) simultaneously chose one of the following three options: “**rock**”, “**scissors**” or “**paper**”. The rules are as follows:

* **Rock beats scissors** (the scissors get broken by the rock)
* **Scissors beats paper** (the paper get cut by the scissors)
* **Paper beats rock** (the paper covers the rock)

The **winner** is the player whose choice beats the choice of his opponent. If both players choose the same options (e.g.”paper”), the game outcome is “**draw**”.

**Input and Output**

The player enters one of the following options:

* **rock**
* **scissors**
* **paper**

The computer choses a random option, then reveals the winner.

**Solution**

We have 3 steps:

* Read player’s move (from the console input)
* Choose computer’s move (random choice)
* Display the game outcome: win/lose/draw

**Live demo**

* **https://replit.com/@StoyanMihaylov9/RockScissorsPaper**