\*\*Rock, Paper, Scissors Game Report\*\*

1. Introduction:

This report explains how the Rock, Paper, Scissors game is implemented using JavaScript. The game is a hand game played between two players where they choose rock, paper, or scissors. The goal is to choose a move that beats the opponent's move.

2. Code Overview:

The game consists of two files: `index.html` and `script.js`.

- `index.html`:

- It creates the game interface using HTML.

- It includes buttons for player moves and a section to display the game status.

- `script.js`:

- It contains the JavaScript code for the game.

- It defines variables and retrieves elements from the HTML file.

- It generates a random move for the computer opponent.

- It starts the game, calculates the result, and shows the outcome.

- It listens for button clicks and triggers the game.

3. Game Flow:

- The game starts and asks the player to choose a move.

- The player clicks on one of the move buttons.

- The game randomly selects a move for the computer.

- It compares the player's and computer's moves to determine the result.

- The outcome (win, lose, or draw) is displayed.

- The player's and computer's moves are shown.

- The game resets, and the player can choose another move.

4. Conclusion:

The Rock, Paper, Scissors game implemented in JavaScript provides an interactive gaming experience. The code handles user input, calculates results, and updates the game interface. It can be easily run into web applications. The game is a fun way to learn JavaScript concepts like handling events and making decisions based on conditions.

Note: The game can be customized with additional features like keeping score or adding animations to make it more engaging.