MASTERING PYTHON FROM
BASICS TO ADVANCE

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Class: MCA(A)

1. **Project Name**: Rock Paper Scissors Game
2. **Project Description:**

   The **Rock Paper Scissors Game** is a classic hand game implemented as a console-based program. It allows a user to play against a computer opponent in a series of rounds. The game operates by adhering to the traditional rules of Rock, Paper, Scissors.
3. **How the Project Works:**

   Game Rules:
   a) Rock beats Scissors.
   b) Paper beats Rock.
   c) Scissors beats Paper.
   d) If both the user and computer select the same choice, the round is a tie.

   Game Flow:

   e) The user selects a choice (Rock, Paper, or Scissors).
   f) The computer randomly selects its choice.
   g) The choices are compared, and the winner of the round is determined.
   h) The user can choose to play multiple rounds or exit the game. **Inputs**:
   i) User provides input via numbers (1, 2, or 3) representing Rock, Paper, and Scissors.
   j) Displays the user's and computer's choices.

Features of the Project:

1. **Simple Gameplay:** User-friendly interface with clear instructions for making choices.

2. **Input Validation:** Ensures the user enters valid input, avoiding program crashes.

3. **Randomized Computer Choice:** Uses Python's random module to make the computer's selection unpredictable.

4. **Replay Option:** Users can play multiple rounds until they decide to exit.

5. **Dynamic Outcome:** The game calculates and announces the winner (user, computer, or a tie) in each round.