import pygame

import sys

import random

# Initialize Pygame

pygame.init()

# Game settings

WIDTH, HEIGHT = 1440, 1080

BG\_COLOR = (255, 255, 255)

FPS = 60

# Moves dictionary

moves = {

pygame.K\_r: "Rock",

pygame.K\_p: "Paper",

pygame.K\_s: "Scissors"

}

# Results dictionary

results = {

"Rock": {"Rock": "Draw", "Paper": "Lose", "Scissors": "Win"},

"Paper": {"Rock": "Win", "Paper": "Draw", "Scissors": "Lose"},

"Scissors": {"Rock": "Lose", "Paper": "Win", "Scissors": "Draw"}

}

# Create the game window

screen = pygame.display.set\_mode((WIDTH, HEIGHT))

pygame.display.set\_caption("Rock-Paper-Scissors Game")

font = pygame.font.Font(None, 36)

clock = pygame.time.Clock()

def display\_result(result):

result\_text = font.render(result, True, (0, 0, 0))

screen.blit(result\_text, (WIDTH // 2 - result\_text.get\_width() // 2, HEIGHT // 2 - result\_text.get\_height() // 2))

pygame.display.flip()

pygame.time.delay(2000)

# Main game loop

while True:

for event in pygame.event.get():

if event.type == pygame.QUIT:

pygame.quit()

sys.exit()

if event.type == pygame.KEYDOWN:

if event.key in moves:

player\_move = moves[event.key]

computer\_move = random.choice(list(moves.values()))

result = results[player\_move][computer\_move]

display\_result(result)

screen.fill(BG\_COLOR)

text = font.render("""Press R for Rock , S for Scissors

P for Paper , """, True, (0, 0, 0))

screen.blit(text, (WIDTH // 2 - text.get\_width() // 2, HEIGHT // 2 - text.get\_height() // 2))

pygame.display.flip()

clock.tick(FPS)