

Rock Paper Scissors Flask app

Overview

In this assignment we will implement the game of Rock Paper Scissors in a web application.

Instructions

Your web application should let a user play the game of Rock Paper Scissors. Just like in previous assignments, your program should accept a user's input, randomly make a selection for its own move, then determine the winner.

The code and logic for making a random selector for the program's own move and determining the winner will be the same as it has before, however since we're building a web application and not a terminal application, the code/logic for accepting the user's input will be different.

There are different ways of accepting user input in a web application, but since we're learning about routes in Flask, we'll use those. As a hint, your application will need three routes for each of the possible moves (*“Rock”*, *“Paper”*, *“Scissors”*). When the user navigates to one of these routes, you will know what their choice is.