<!DOCTYPE html>

<html lang="en">

<head>

<title>Rock Paper Scissors</title>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<link href="https://cdn.jsdelivr.net/npm/tailwindcss@2.2.19/dist/tailwind.min.css" rel="stylesheet">

<style>

/\* Frame 9 \*/

.frame {

position: relative;

width: 1280px;

height: 738px;

background: #89C15E;

display: none;

justify-content: center;

align-items: center;

}

.group-5 {

position: absolute;

width: 504px;

height: 297px;

left: 388px;

top: 86px;

}

.hurray {

position: absolute;

width: 464px;

height: 86px;

left: 436px;

top: 422px;

font-family: 'Roboto', sans-serif;

font-style: normal;

font-weight: 600;

font-size: 91px;

line-height: 107px;

text-align: center;

letter-spacing: 0.1em;

color: #FFFFFF;

}

.you-won {

position: absolute;

width: 457px;

height: 48px;

left: 442px;

top: 533px;

font-family: 'Roboto', sans-serif;

font-style: normal;

font-weight: 600;

font-size: 41px;

line-height: 48px;

text-align: center;

letter-spacing: 0.1em;

color: #FFFFFF;

}

.play-again-btn {

position: absolute;

width: 174px;

height: 44px;

left: 581px;

top: 639px;

background: #FFFFFF;

border-radius: 9px;

}

.play-again-text {

position: absolute;

width: 99px;

height: 14px;

left: 620px;

top: 653px;

font-family: 'Roboto', sans-serif;

font-style: normal;

font-weight: 600;

font-size: 15px;

line-height: 18px;

letter-spacing: 0.1em;

color: #6B6B6B;

}

.rules-btn {

position: absolute;

box-sizing: border-box;

width: 119px;

height: 40px;

left: 1136px;

top: 675px;

border: 2px solid #FFFFFF;

border-radius: 10px;

}

.rules-text {

position: absolute;

width: 72px;

height: 20px;

left: 1160px;

top: 683px;

font-family: 'Roboto', sans-serif;

font-style: normal;

font-weight: 600;

font-size: 21px;

line-height: 25px;

letter-spacing: 0.1em;

color: #FFFFFF;

}

</style>

</head>

<body class="bg-green-100">

<div class="game-container border-green-500 max-w-md mx-auto text-center bg-gray-100 rounded-lg shadow-md border-2 border-green-500 p-8 mt-20">

<h1 class="text-3xl font-semibold mb-4">

Rock Paper Scissors

</h1>

<div class="button-container">

<button class="btn bg-green-500 text-white font-semibold px-4 py-2 rounded mr-2" id="rock">

Rock

</button>

<button class="btn bg-green-500 text-white font-semibold px-4 py-2 rounded mr-2" id="paper">

Paper

</button>

<button class="btn bg-green-500 text-white font-semibold px-4 py-2 rounded" id="scissors">

Scissors

</button>

</div>

<div class="result-container flex flex-col justify-center mt-10">

<p class="font-semibold">

Your Choice: <span id="playerChoice"></span>

</p>

<p class="font-semibold">

Computer's Choice: <span id="computerChoice"></span>

</p>

<p class="font-semibold">

Your Score: <span id="playerScore">0</span>

</p>

<p class="font-semibold">

Computer Score: <span id="computerScore">0</span>

</p>

<p class="result-text" id="result"></p>

</div>

</div>

<!-- Win Screen -->

<div class="frame">

<div class="hurray">HURRAY!!</div>

<div class="you-won">YOU WON THE GAME</div>

<div class="play-again-btn"></div>

<div class="play-again-text">PLAY AGAIN</div>

<div class="rules-btn"></div>

<div class="rules-text">RULES</div>

</div>

<script>

let playerScore = 0;

let computerScore = 0;

const playerScoreDisplay = document.getElementById('playerScore');

const computerScoreDisplay = document.getElementById('computerScore');

const playerChoiceDisplay = document.getElementById('playerChoice');

const computerChoiceDisplay = document.getElementById('computerChoice');

const buttons = document.querySelectorAll('.btn');

const choices = ['rock', 'paper', 'scissors'];

const winScreen = document.querySelector('.frame');

buttons.forEach(button => {

button.addEventListener('click', () => {

const playerChoice = button.id;

const computerChoice = choices[Math.floor(Math.random() \* choices.length)];

playerChoiceDisplay.textContent = playerChoice.charAt(0).toUpperCase() + playerChoice.slice(1);

computerChoiceDisplay.textContent = computerChoice.charAt(0).toUpperCase() + computerChoice.slice(1);

const result = playRound(playerChoice, computerChoice);

document.getElementById('result').innerText = result;

playerScoreDisplay.textContent = playerScore;

computerScoreDisplay.textContent = computerScore;

if (result === 'HURRAY YOU WON THE GAME!') {

showWinScreen();

}

});

});

function playRound(playerChoice, computerChoice) {

if (playerChoice === computerChoice) {

return "It's a tie!";

} else if (

(playerChoice === 'rock' && computerChoice === 'scissors') ||

(playerChoice === 'paper' && computerChoice === 'rock') ||

(playerChoice === 'scissors' && computerChoice === 'paper')

) {

playerScore++;

return 'HURRAY YOU WON THE GAME!';

} else {

computerScore++;

return 'Computer wins!';

}

}

function showWinScreen() {

winScreen.style.display = 'flex';

setTimeout(() => {

winScreen.style.display = 'none';

playerScore = 0;

computerScore = 0;

playerScoreDisplay.textContent = playerScore;

computerScoreDisplay.textContent = computerScore;

}, 5000); // Hide the win screen after 5 seconds

}

</script>

</body>

</html>