

Stone Paper Scissors – Console Game

Problem Statement

Design and implement an interactive Stone Paper Scissors game in Python as a command-line application. The program should allow a user to play against the computer, where both participants choose one of the available options and the system determines the outcome based on standard game rules.

Functional Requirements

- Allow the user to select one option: Stone, Paper, or Scissors.
- Generate the computer's choice automatically using randomness.
- Compare the user's choice and the computer's choice to determine the result of the round.
- Display whether the user wins, loses, or the round ends in a tie.
- Validate user input to ensure only valid choices are accepted.
- Allow the user to play multiple rounds or exit after each game session.

Technical Constraints

- The program must be implemented in Python.
- Use clear control flow and modular design principles.
- Implement appropriate input validation to prevent runtime errors.
- The application must run entirely in the command-line interface.

Learning Outcomes

- Understanding of conditional logic and decision-making.
- Application of random number generation.
- Handling user input and validation.
- Designing a simple interactive console-based game.