

PROJECT ON GAME

Rock Paper Scissors game

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# Rock Paper Scissors game (using random module)
# rock vs paper => paper wins
# rock vs scissor=> rock wins
# paper vs scissor=> scissor wins

import random
```

```
l=['rock','scissor','paper']

while True:
    ucount=0
    Ccount=0
    uc=int(input(''))
    game start...
    1 yes
    2 no | exit
    '')
    if uc==1:
        for a in range(1,6):
            userinput=int(input(''))
            1 rock
            2 scissor
            3 paper
            '')
            if userinput==1:
                uchoice='rock'
            elif userinput==2:
                uchoice='scissor'
            elif userinput==3:
                uchoice='paper'
            Cchoice=random.choice(l)
            if Cchoice==uchoice:
                print('user value',uchoice)
                print('computer value',Cchoice)
                print('game draw')
                ucount=ucount+1
                Ccount=Ccount+1
            elif (uchoice=='rock' and Cchoice=='scissor') or (uchoice=='paper' and Cchoice=='rock') or (uchoice=='scissor' and Cchoice=='paper'):
                print('user value',uchoice)
                print('computer value',Cchoice)
```

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        print('computer value',Cchoice)
        print('you win')
        ucount=ucount+1
    else:
        print('user value',uchoice)
        print('computer value',Cchoice)
        print('computer win')
        Ccount=Ccount+1

    if ucount==Ccount:
        print('game draw...')
        print('user score',ucount)
        print('computer score',Ccount)
    elif ucount>Ccount:
        print('You win the game...')
        print('user score',ucount)
        print('computer score',Ccount)
    else:
        print('computer win the game...')
        print('user score',ucount)
        print('computer score',Ccount)

else:
    break
```

```
game start...
1 yes
2 no | exit
2
```