import random

def get\_player\_choice():

while True:

choice = input("Choose Rock, Paper, or Scissors: ").lower()

if choice in ["rock", "paper", "scissors"]:

return choice

else:

print("Invalid choice. Please try again.")

def get\_computer\_choice():

return random.choice(["rock", "paper", "scissors"])

def determine\_winner(player\_choice, computer\_choice):

print(f"You choose: {player\_choice}, Computer chose: {computer\_choice}")

if player\_choice == computer\_choice:

print("It's a tie!")

elif (player\_choice == "rock" and computer\_choice == "scissors") or \

(player\_choice == "scissors" and computer\_choice == "paper") or \

(player\_choice == "paper" and computer\_choice == "rock"):

print("You win!")

else:

print("Computer wins!")

while True:

player\_choice = get\_player\_choice()

computer\_choice = get\_computer\_choice()

determine\_winner(player\_choice, computer\_choice)

play\_again = input("Play again? (yes/no): ").lower()

if play\_again != "yes":

break

print("Completed by, Alyssa Doughty")

