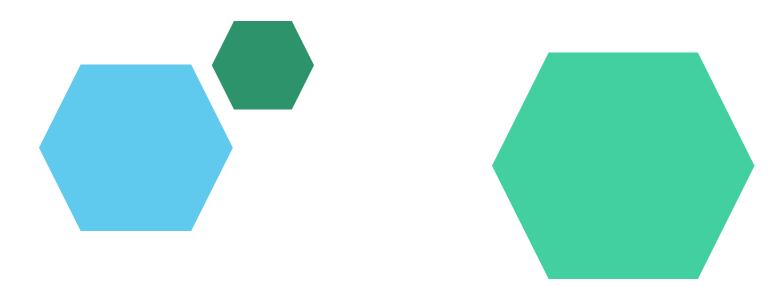
## Digital Portfolio



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## PROJECT TITLE

# Rock paper scissors

## AGENDA

- 1. Problem Statement
- 2. Project Overview
- 3. End Users
- 4. Tools and Technologies
- 5. Portfolio design and Layout
- 6. Features and Functionality
- 7. Results and Screenshots
- 8. Conclusion
- 9. Github Link



## PROBLEM STATEMENT

Traditional Rock-Paper-Scissors is a simple hand game but requires two players physically present. The problem is to create a digital version that allows a single player to play against the computer in an interactive and user-friendly way.

## PROJECT OVERVIEW

This project is a digital implementation of the classic Rock-Paper-Scissors game. The user plays against the computer, which randomly selects rock, paper, or scissors. The system then compares the

choices and declares the winner.

#### WHO ARE THE END USERS?

Students & Beginners - to learn programming and logic.

Casual Gamers - quick fun game for entertainment.

Developers - to showcase basic programming and GUI/console app development skills.

## TOOLS AND TECHNIQUES



Programming Language: Python / Java / JavaScript (depending on platform)

Development Environment: VS Code / PyCharm / Eclipse

GUI (optional): Tkinter (Python), Swing (Java), or HTML/CSS/JS (Webversion)



### POTFOLIO DESIGN AND LAYOUT

Homepage/Start Screen: Game title and instructions.

Game Interface: Buttons for Rock, Paper, Scissors + computer choice display.

Scoreboard: Track wins, losses, and draws.

Result Display: Shows the winner for each round.

# FEATURES AND FUNCTIONALITY

Single-player mode against computer.

Random computer choice generation.

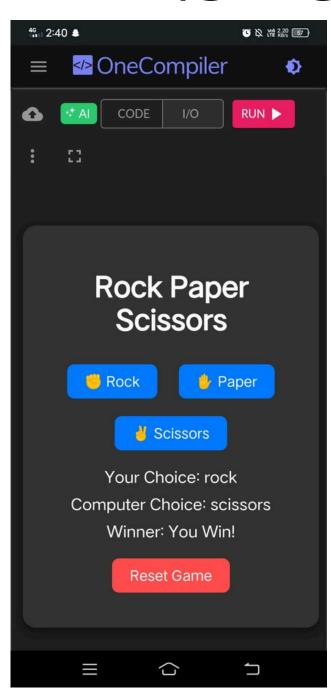
Real-time result display (win/lose/draw).

Scoreboard to track progress.

User-friendly design (GUI/Console).

# RESULTS AND SCREENSHOTS





# CONCLUSION

The Rock-Paper-Scissors project demonstrates basic programming concepts such as conditional statements, random number generation, and user interaction. It serves as a simple yet effective project for beginners to understand logic building and UI/UX design. Future improvements can include multiplayer mode, animations, or an online version.