In many real-time strategy, first-person shooter, and role-playing video games, it is common for a group of possible weapons or unit types to interact in a rock-paper-scissors style, where each selection is strong against a particular choice, but weak against another, emulating the cycles in real world warfare, such as cavalry being strong against archers, archers being strong against pikemen, and pikemen being strong against cavalry. Such game mechanics can make a game somewhat self-balancing, and prevent gameplay from being overwhelmed by a single dominant strategy.

Your challenge is to ask the user to pick from a series of choices, 1 for rock, 2 for scissors, 3 for paper. The program will then pick its own randomly selected value, compare them, and print the appropriate results, including the winner. ***Use Dictionaries and/or tuples to translate the inputs and pick choices.***

Don’t forget about ties!  
  
If the user does not make the proper selections, a message should be given telling them how to correct it sand allowing them to select again.   
  
The game should repeat until the player enters ‘Q’ to end the game.

Examples:

Rock, Paper Scissors

Enter 1 for rock, 2 for paper, or 3 for scissors, Q to quit

1

Computer picks paper.

Paper covers rock.

Computer wins!

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Rock, Paper Scissors

Enter 1 for rock, 2 for paper, or 3 for scissors, Q to quit

1

Computer picks scissors.

Rock breaks scissors.

You win!

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Rock, Paper Scissors

Enter 1 for rock, 2 for paper, or 3 for scissors, Q to quit

Q

Thanks for playing!

***Master level – Modify the game to play Rock, Paper, Scissors, Lizard, Spock.***