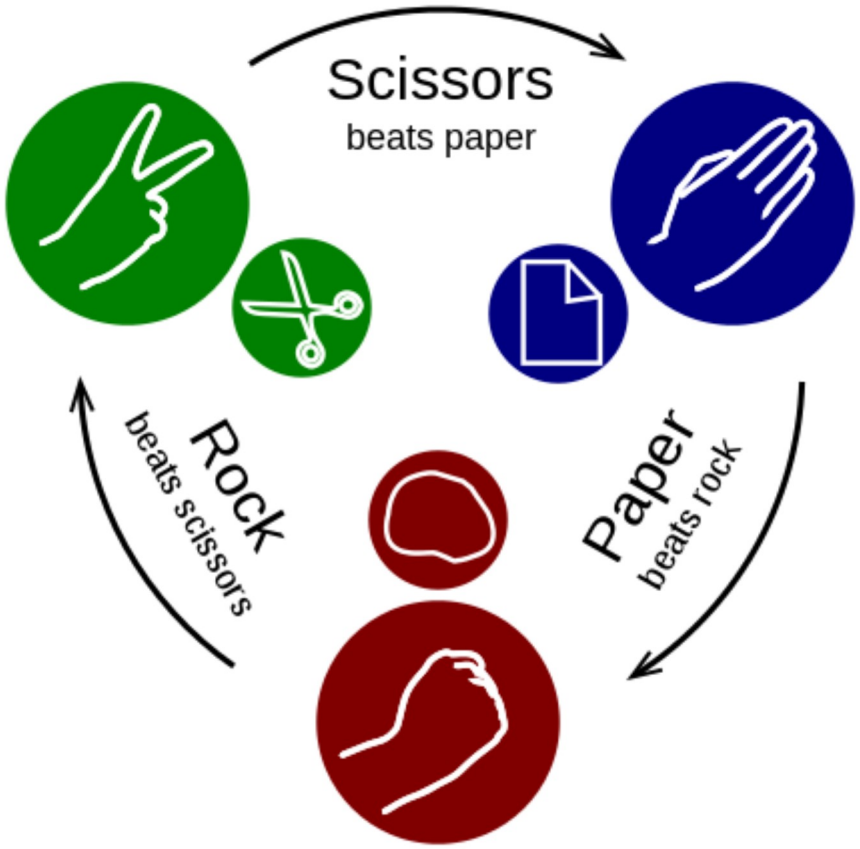
Naaah! 🙂 not a joke. But quarantine restrictions are getting tighter and you might want to spent playing some useless game with your R engine, whilst programming, doing machine learning or other learning.



Source: Creative Commons

Without complications, the simplest version of this game is to play against R Engine. Here is how to:

```
##### Input bet as a function
play_RPS <- function(bet) {
  bets <- c("R","P", "S")
  if(bet %in% bets){

  solution_df <- data.frame(combo=c("RP", "PR", "PS", "SP", "RS", "SR", "PP",
"RR", "SS"), win = c("01","10", "01","10", "10", "01", "00","00","00") )
  REngine <- sample(bets,1)
  combo <- paste0(REngine,bet, collapse="")
  res <-solution_df[ which(solution_df$combo==combo),2]
  if (res=="10"){
    print(paste0("You lost. Computer draw: ", REngine), collapse="")
  } else if(res=="00"){
    print(paste0("It's a tie! Computer draw: ", REngine), collapse="")
    }else {
    print(paste0("You win! Computer draw: ", REngine), collapse="")
    }
   }
  else {
    print("Please input valid bet!")
  }
```

```
}
```

And by running the function with your bet:

```
play_RPS("R")
```

Getting the results (in my case / run).

```
> play_RPS("R")
[1] "You win! Computer draw: S"
>
```

Game-play could use some refinement. I have decided to use x11 function, I have already mentioned it ir one of my previous posts. In this case, I will be building a loop with x11 function for continuous selection c Rock-Paper-Scissors. With x11 you can get little bit better interface: