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# **Rock Paper Scissors**

#### Instructions

Make a rock, paper, scissors game.

Inside the file, you'll use the ASCII art for the hand signals already saved to a corresponding variable: rock, paper, and scissors.

This will make it easy to print them out to the console.

Start the game by asking the player:

```
What do you choose?
Type 0 for Rock, 1 for Paper or 2 for Scissors.
```

From there you will need to figure out:

• How you will store the user's input.

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- How you will generate a random choice for the computer.
- How you will compare the user's and the computer's choice to determine the winner (or a draw).
- And also how you will give feedback to the player.

## Example Input

```
What do you choose?
Type 0 for Rock, 1 for Paper or 2 for Scissors.
0
```

## **Example Output**

```
Your choice :

---'
---'
(___)
(___)
(___)
---._(__)
Computer's choice :
---'
---'
---'
Result: You win!
```

```
Your choice :

---'
---'
(___)
(___)
(___)
---._(__)
Computer's choice :
---'
---'
---'
---'
Result: You lose.
```

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## Handling index out of range

```
What do you choose?
Type 0 for Rock, 1 for Paper or 2 for Scissors.
-1
You typed an invalid number!
```

```
What do you choose?
Type 0 for Rock, 1 for Paper or 2 for Scissors.

3
You typed an invalid number!
```

#### Hint

You might have to do some Googling.

How to select a random integer in Python?

How to write conditional statements in Python?