

# Rock Paper Scissors

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## 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**.

```
rock = '''
  ____
---  |____)
      (____)
      (____)
      (____)
---  |____)
    '''

paper = '''
  ____
---  |____)____)
      (____)
      (____)
      (____)
---  |____)
    '''

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.

- 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.
```

Your choice :

```
---'_____)
    (_____)
    (_____)
    (_____)
---.__(_____)
Computer's choice :
```

Computer's choice :

```
---'_____)
    (_____)
    (_____)
    (_____)
---.__(_____)
Result: It's a draw.
```

## 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?](#)