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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.

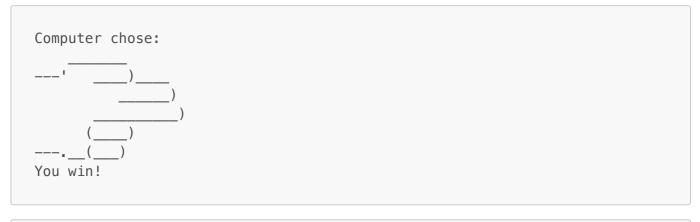
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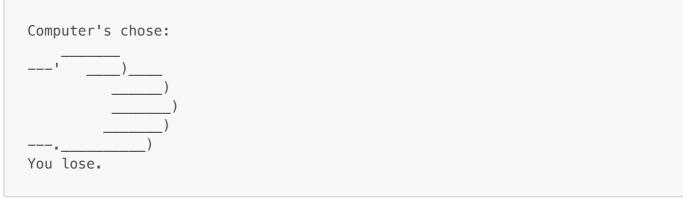
- How you will generate a random choice for the computer.
- How you will compare the user's and the computer's choice to determine the winner (or a draw).
- And also how you will give feedback to the player.

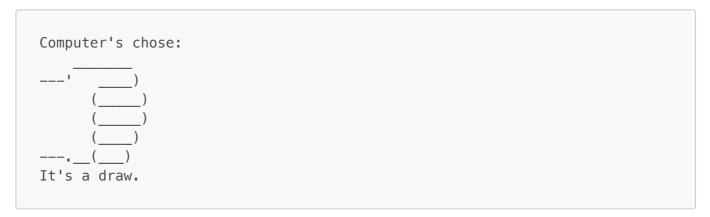
Example Input

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

Example Output



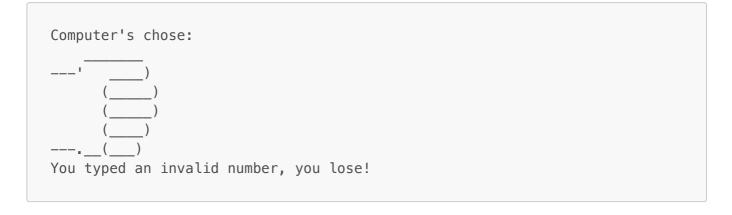




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Handling index out of range

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



What do you choose? Type 0 for Rock, 1 for Paper or 2 for Scissors. 3

Computer's chose:	
')	
<u>-</u>	
You typed an invalid number, you lose!	

Hint

You might have to do some Googling.

How to select a random integer in Python?

How to write conditional statements in Python?