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`.

```
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.
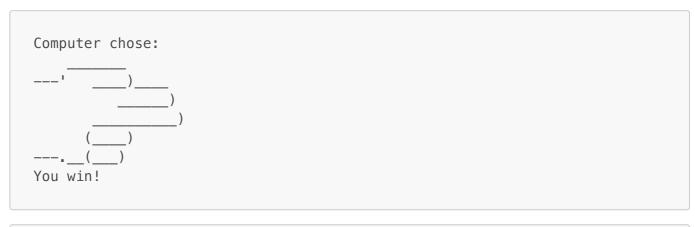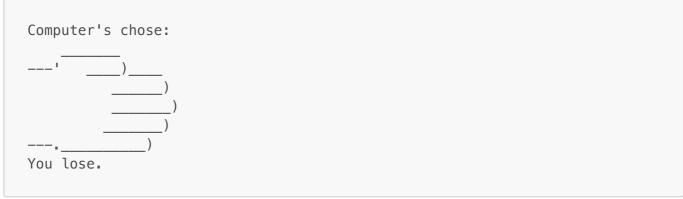- How you will generate a random choice for the computer.

- 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
```
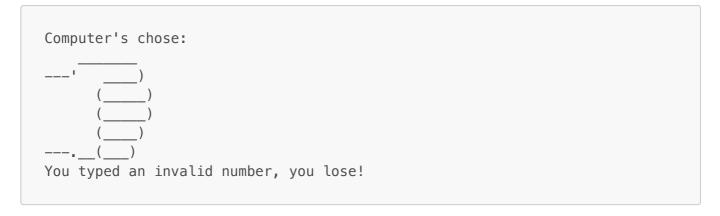
Example Output

```
Computer chose:
      _____
___'       ____)____
              _____)
            _____)
          (____)
---.__(___)
You win!
```

```
Computer's chose:
      _____
___'       ____)____
              _____)
            _____)
              _____)
---._____)
You lose.
```

```
Computer's chose:
      _____
___'       ____)
          (_____)
          (_____)
          (____)
---.__(___)
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
```

```
Computer's chose:
      _____
---'      ____)
       (_____)
       (_____)
       (____)
---.__(___)
You typed an invalid number, you lose!
```

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

```
Computer's chose:
      _____
---'      ____)____
             _____)
              _____)
             _____)
---._____)
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?