

# Rock Paper Scissors

You are going to make a game of rock, paper, scissors in python. To do this your game will need to:

1. Ask the user to **input** either rock, paper or scissors.
2. Randomly generate the computer's guess (there is code to help you with this below)
3. Check to see which wins. Use an **if statement** to do this.
4. The rules are:
  1. Both the computer and person guess out of rock, paper and scissors
  2. Rock beats scissors
  3. Scissors beat paper
  4. Paper beats rock
5. Tell the user if they've won or lost.

## Some code to help you:

You will need to place this at the **top of your file**

```
import random
```

Then use this to store the **types of plays the computer can use**

```
plays = ["rock", "paper", "scissors"]
```

Now this code will randomly pick a play for the computer

```
computer_guess = random.choice(plays)
```

The rest is up to you!

### If you've done all this can you add:

1. A score saying how often they've won or lost
2. Get them to play 10 times and say who's won or lost the most.
3. A time delay so it's printed to the screen more slowly
4. Add a choice so you can choose to either play against the computer or against another human player