

```

1 # Rock Paper Scissor - Final Function Version
2
3 import random
4
5 def header():
6     print(".....rock.....")
7     print(".....paper.....")
8     print(".....scissor.....")
9
10 def computer_move():
11     choices = ('rock', 'paper', 'scissor')
12     return choices[random.randint(0, 2)].lower()
13
14 def show_score(player_score, computer_score):
15     print(f"Player Score: {player_score}, Computer Score: {computer_score}")
16
17 def run_game():
18     player_score = 0
19     computer_score = 0
20     is_play = True
21     while is_play:
22         header()
23
24         result = None
25         computer_choice = computer_move()
26         print(computer_choice)
27         player_choice = input("Enter Player's choice ('q' or 'quit' to Exit): ").lower()
28
29         if player_choice == 'quit' or player_choice == 'q':
30             is_play = False
31             continue
32         elif computer_choice not in choices or player_choice not in choices:
33             print('Invalid Option')
34         elif computer_choice == player_choice:
35             print(f"Computer's Move: {computer_choice}")
36             print('TIE')
37             show_score(player_score, computer_score)
38         else:
39             if computer_choice == 'rock':
40                 if player_choice == 'paper':
41                     result = 'Player Wins'
42                     player_score += 1
43                 elif player_choice == 'scissor':
44                     result = 'Computer Wins'
45                     computer_score += 1
46             elif computer_choice == 'paper':
47                 if player_choice == 'rock':
48                     result = 'Computer Wins'
49                     computer_score += 1
50                 elif player_choice == 'scissor':
51                     result = 'Player Wins'
52                     player_score += 1
53             elif computer_choice == 'scissor':
54                 if player_choice == 'rock':
55                     result = 'Player Wins'
56                     player_score += 1
57                 elif player_choice == 'paper':
58                     result = 'Computer Wins'
59                     computer_score += 1
60             else:
61                 print('Invalid Option')
62
63         if (result):
64             print(f"Computer's Move: {computer_choice}")
65             print('SHOOT!')
66             print(f"Player Score: {player_score}, Computer Score: {computer_score}")
67             print(result)
68
69
70 run_game()

```