name\_list=['rock','Spock','paper','lizard','scissors']

def name\_to\_number(name):

global name\_list

return name\_list.index(name)

def number\_to\_name(number):

global name\_list

return name\_list[number]

#按鈕

player\_choice = ""

comp\_choice = ""

points = 10

import random

def player\_rock():

global player\_choice,comp\_choice

player\_choice = "rock"

comp\_number=random.randrange(0,4,1)

comp\_choice=number\_to\_name(comp\_number)

return player\_choice

def player\_paper():

global player\_choice,comp\_choice

player\_choice = "paper"

comp\_number=random.randrange(0,4,1)

comp\_choice=number\_to\_name(comp\_number)

return player\_choice

def player\_scissors():

global player\_choice,comp\_choice

player\_choice = "scissors"

comp\_number=random.randrange(0,4,1)

comp\_choice=number\_to\_name(comp\_number)

return player\_choice

def player\_lizard():

global player\_choice,comp\_choice

player\_choice = "lizard"

comp\_number=random.randrange(0,4,1)

comp\_choice=number\_to\_name(comp\_number)

return player\_choice

def player\_Spock():

global player\_choice,comp\_choice

player\_choice = "Spock"

comp\_number=random.randrange(0,4,1)

comp\_choice=number\_to\_name(comp\_number)

return player\_choice

def clean\_table():

global player\_choice,comp\_choice,points

player\_choice = ""

comp\_choice = ""

points = 10

#文字

def player\_text():

global player\_choice

return player\_choice

def comp\_text():

global comp\_choice

return comp\_choice

def star\_the\_game():

global player\_choice,comp\_choice,points

if player\_choice == "" or comp\_choice == "" or points == 10:

return "Please press the button."

else:

return ""

#遊戲主體

def rpsls\_text():

global player\_choice,comp\_choice,points

if player\_choice != "" and comp\_choice != "":

player\_number=name\_to\_number(player\_choice)

comp\_number=name\_to\_number(comp\_choice)

points=player\_number-comp\_number

else:

return ""

if points in [1,2,-3,-4]:

return "Player wins!"

elif points in [-1,-2,3,4]:

return "Computer wins!"

else:

return "Player and computer tie!"

def rpsls\_sign():

global points

if points == 10:

return ""

else:

if points in [1,2,-3,-4]:

return ">"

elif points in [-1,-2,3,4]:

return "<"

else:

return "="

#螢幕上的字幕

def draw\_handler(canvas):

canvas.draw\_text('Player chooses', (20, 40) , 20, 'red')

canvas.draw\_text('Computer chooses', (320, 40), 20, 'yellow')

canvas.draw\_text(player\_text(), (30, 80) , 50, 'red')

canvas.draw\_text(comp\_text() , (320, 80), 50, 'yellow')

canvas.draw\_text(rpsls\_sign() , (210, 100), 100, 'white')

canvas.draw\_text(rpsls\_text() , (180, 140), 20 , 'white')

canvas.draw\_text(star\_the\_game() , (100, 100), 30 , 'white')

import simplegui

frame = simplegui.create\_frame('Rock-Paper-Scissors-Lizard-Spock', 500, 180)

frame.set\_draw\_handler(draw\_handler)

frame.add\_button('Rock', player\_rock, 80)

frame.add\_button('Paper', player\_paper, 80)

frame.add\_button('Scissors', player\_scissors, 80)

frame.add\_button('Lizard', player\_lizard, 80)

frame.add\_button('Spock', player\_Spock, 80)

frame.add\_button('Clean canvas', clean\_table, 80)

frame.start()