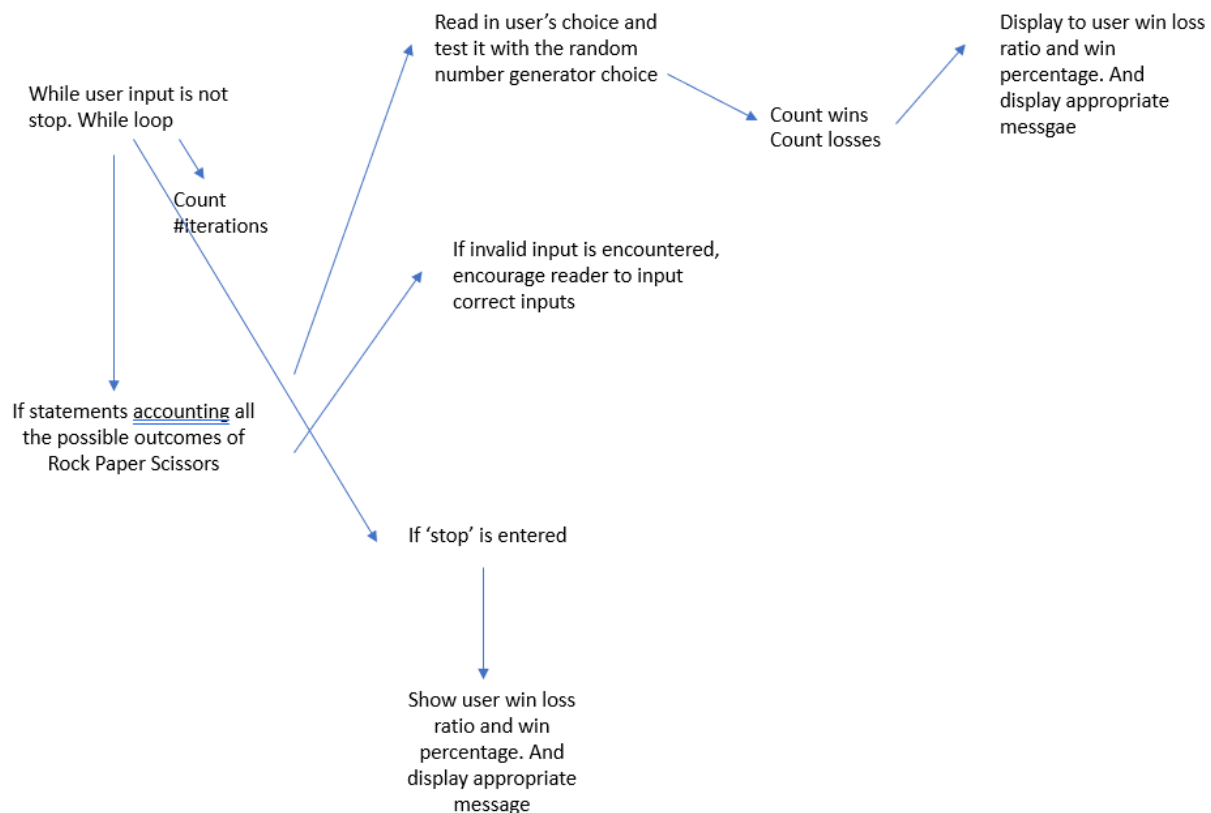
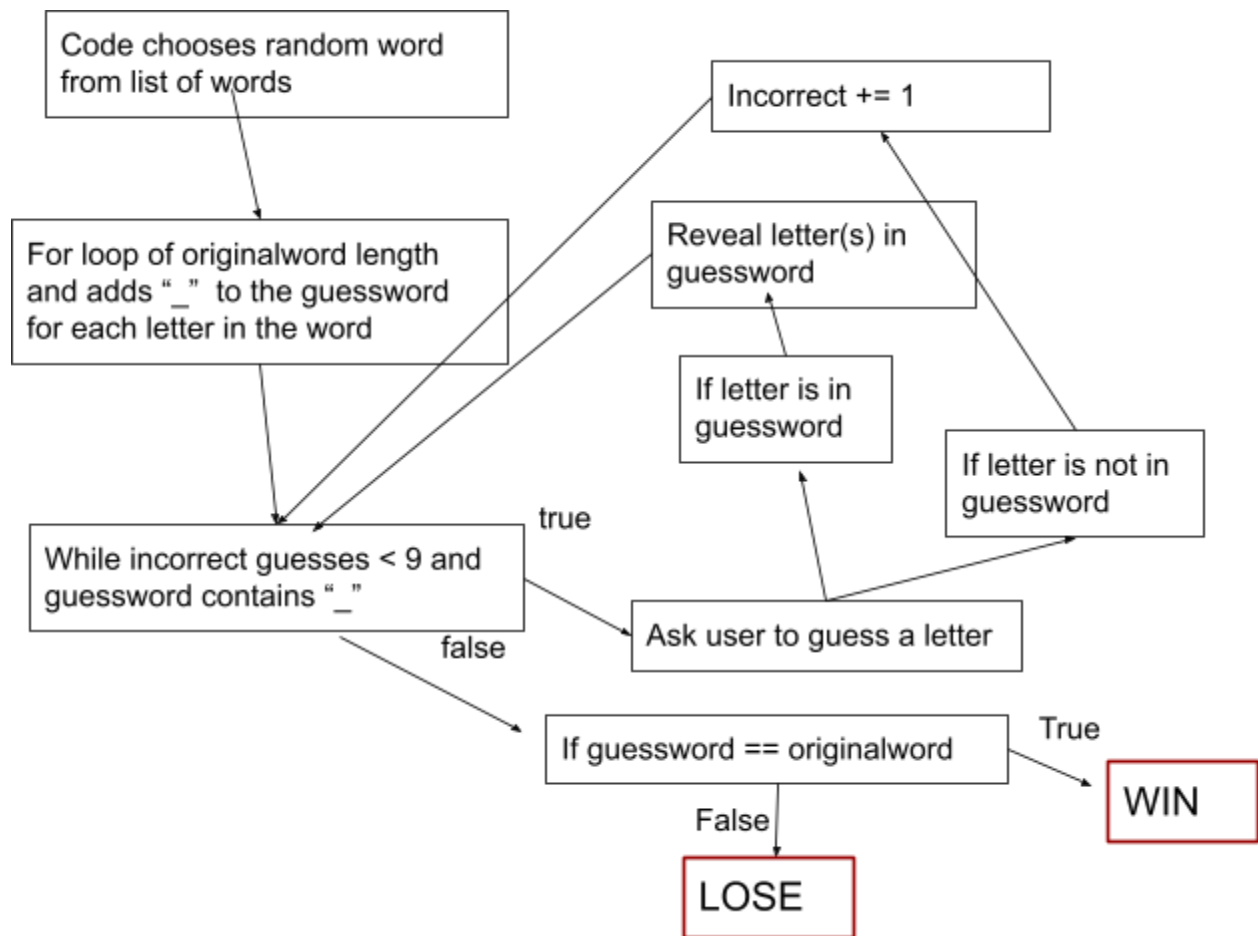


As a team, we've decided that each of us will make one game each sufficing a total of three games we need for this project.

Yuan will make a Rock Paper Scissors game. Because of how popular this game is now, especially in our childhood, it will be fun to recreate it and play it in Python. Before the game begins. A set of instructions of how to play the game will be available for the user to read, if necessary. The eventual program will ask the user to enter their choice of action: rock, paper, or scissors. The program will have a random number generator in place to randomly decide whether it wants to use rock, paper, or scissors. If the user wins the round, a message of congratulations will be displayed. If the user loses the round, a message will display saying the loser lost. The user can choose to continue to play the game until the user inputs 'stop'. A win loss ratio will be calculated and displayed to the user after the user stops playing. A percentage of rounds won. An appropriate message will be shown depending on the percentage. For example, for a win percentage of greater than 60%, the message may say: 'Wow! You're really good at this!'.



Andrew will make a game of Hangman. The code will randomly choose a word out of a list of predetermined words. The player will see how many letters are in the word by the amount of blank spaces shown and have to guess the word by inputting letters. As the player continues to guess correct letters, the blank spaces will start to be replaced with those correct letters. The player will have 9 times that they can guess incorrectly. If they end up guessing the wrong letter 9 times, the game will end with a game over. If they correctly guess each letter and figure out the word, the game will end with a victory. After each incorrect guess, an ascii art of a hangman will appear with a new body part each time. This is a visual representation of how many attempts the player has. However there will also be a countdown of how many incorrect guesses they have left.



Tran will make a game of Tic Tac Toe. The board is a 3 x 3 board and it will be displayed before every move. Each empty space will be a period. There will be two identifiers, 'X' and 'O'. The program will ask the first player to play X or O first, then the game will start. When the player marks the space with X or O, the mark will occupy the period the player is marking then take turns. The game continues until the player succeeds in placing three of their marks in a horizontal, vertical, or diagonal row. If the first player

wins, then the message says: “1st player wins”, and vice versa. After the game is done, the players can choose to continue playing until they input ‘stop’.

