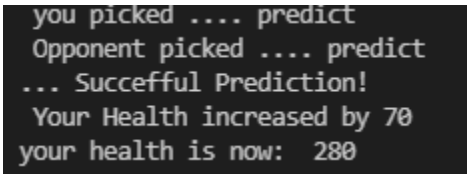
Portfolio Project

Rock, Paper, Scissor, Predict !

This program is design to showcase the classic rock, paper, and scissor game with a new option called “Predict .“ Like rock, paper, and scissor (RPS) predict has a win / lose condition , which will be discuss a little later.

Real life RPS is a very simple game that gets straight to the point and determines a winner in less then 6 seconds. That is something I wanted to keep, but also makes it more interesting by giving a player multiple chances to win or lose. This version of RPS has a health point system and different damage values for each rock, paper, and scissor. Additionally, the game is designed to have some base strategy with the new installment of the *Predict* option. The predict option is a way for a player to regain health if user matches a tie with the opposition. For example:



From the screenshot above, it’s safe to assume this program runs based on user input. That was the first thing that came to mind when coding this game. Initializing damage variables were the easiest part of designing the game, what I found challenging was writing the win loose relationships among all option. Primarily the effect loosing has on the user health point for each individual lost variable. This led to the main code being very long and repetitive.

Some of the changes made as I was coding this program was the implementation of pages. Instead of having run on code lines in the main python file, each option was placed in their own package file where they can be handled individually. This made my code cleaner, easier to read and easier to adjust.

This game project taught me a lot about structure and how python is very similar to the English language. If I had to make any changes going forward, it would be utilizing class objects to handle some recursive functionalities. In conclusion, my favorite part is playing the game I code. In the future a feature to increase the difficulty level could be added, as of now, everything is working as intended.