from random import randint

#create a list of play options

t = ["sword", "shield", "bow"]

#assign a random play to the computer

computer = t[randint(0,2)]

#set player to False

player = False

while player == False:

#set player to True

player = input("sword, shield, bow?")

if player == computer:

print("draw!")

elif player == "sword":

if computer == "shield":

print("Defeat!", computer, "covers", player)

else:

print("victory!", player, "smashes", computer)

elif player == "shield":

if computer == "bow":

print("defeat!", computer, "pierce", player)

else:

print("victory!", player, "covers", computer)

elif player == "bow":

if computer == "sword":

print("Defeat...", computer, "smashes", player)

else:

print("victory!", player, "cut", computer)

else:

print("That's not a valid play. Check your spelling!")

#player was set to True, but we want it to be False so the loop continues

player = False

computer = t[randint(0,2)]