Rock, Paper, Scissors Game Documentation

### Description

This code implements a simple Rock, Paper, Scissors game where a user plays against the computer. The game keeps track of the user's and the computer's scores, displays the result of each round and updates the scores accordingly.

### Variables

* let userScore = 0;: Initializes the user's score to 0.
* let compScore = 0;: Initializes the computer's score to 0.

### DOM Elements

* const choices = document.querySelectorAll(".choice");: Selects all elements with the class "choice".
* const msg = document.querySelector("#msg");: Selects the element with the ID "msg" to display messages.
* const useerScorePara = document.querySelector("#user-score");: Selects the element with the ID "user-score" to display the user's score.
* const compScorePara = document.querySelector("#comp-score");: Selects the element with the ID "comp-score" to display the computer's score.

### Functions

#### genCompChoice

Generates a random choice for the computer.

const genCompChoice = () => {

const options = ["rock", "paper", "scissors"];

const randIdx = Math.floor(Math.random() \* 3);

return options[randIdx];

};

#### drawGame

Displays a message indicating the game was a draw.

const drawGame = () => {

msg.innerText = "Game was draw. Play again";

msg.style.backgroundColor = "#081b31";

};

#### showwinner

Updates the scores and displays a message indicating the winner of the round.

const showwinner = (userWin, userchoice, compChoice) => {

if (userWin) {

userScore++;

useerScorePara.innerText = userScore;

msg.innerText = `You win! Your ${userchoice} beats ${compChoice}`;

msg.style.backgroundColor = "green";

} else {

compScore++;

compScorePara.innerText = compScore;

msg.innerText = `You lose. ${compChoice} beats your ${userchoice}`;

msg.style.backgroundColor = "red";

}

};

#### palyGame

Determines the result of the game based on the user's and the computer's choices.

const palyGame = (userchoice) => {

const compChoice = genCompChoice();

if (userchoice === compChoice) {

drawGame();

} else {

let userWin = true;

if (userchoice === "rock") {

userWin = compChoice !== "paper";

} else if (userchoice === "paper") {

userWin = compChoice !== "scissors";

} else {

userWin = compChoice !== "rock";

}

showwinner(userWin, userchoice, compChoice);

}

};

### Event Listeners

Adds click event listeners to each choice element, triggering the game logic.

choices.forEach((choice) => {

choice.addEventListener("click", () => {

const userchoice = choice.getAttribute("id");

palyGame(userchoice);

});

});