

# Rock Paper Scissors Game

Project by:-

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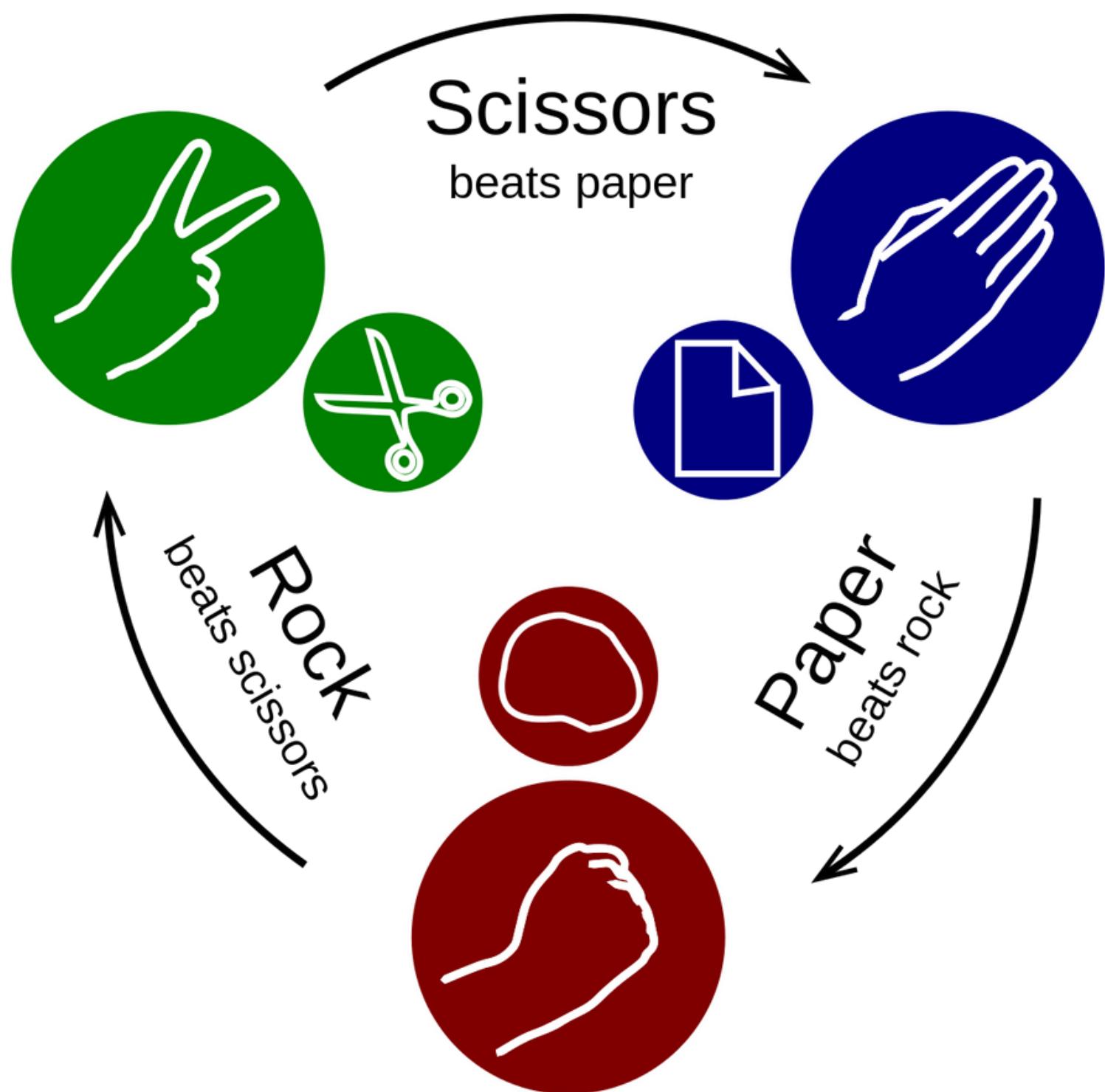
# Project Overview

The objective of this project is to implement rock, paper and scissors game using python. In this, the user is going to play the rock, paper and scissors game with the computer. The user has to select any one of rock, paper or scissors and with the help of random module of python, the computer will randomly select any one of the three and then we will get the result accordingly who wins the game.



# About the Game

Rock paper scissors is an intransitive hand game, usually played between two people, in which each player simultaneously forms one of three shapes with an outstretched hand. These shapes are "rock" (a closed fist), "paper" (a flat hand), and "scissors" (a fist with the index finger and middle finger extended, forming a V). Rock beats scissors, scissors beat paper, and paper beats rock.



# Modules Used

## Random Module

We have used randint() function of this module for choice of one of rock, paper or scissors by the computer.

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## PIL module

Through this module we have put the images of rock, paper and scissors and also the background image of the interfaces created.

## Tkinter Module

This is the main module for creating this game. Through this we would get the GUI representation of our game.

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## Pygame

This is the best module for creating games in python. Through this we have put sounds and graphics in our game.

# ROCK PAPER SCISSORS

Enter player name :

Play Game

Quit Game

music on

music off

When we open this window  
Music is also played. We can  
stop the music by clicking on  
"music off" button. There is also  
"music on" button which we can  
use to play music again.

Player has to enter his name here and after  
that he has to click on "Play Game" button  
to play the game. The User can Quit from  
game if he wants by clicking on "Quit  
Game" button.

# ROCK PAPER SCISSORS

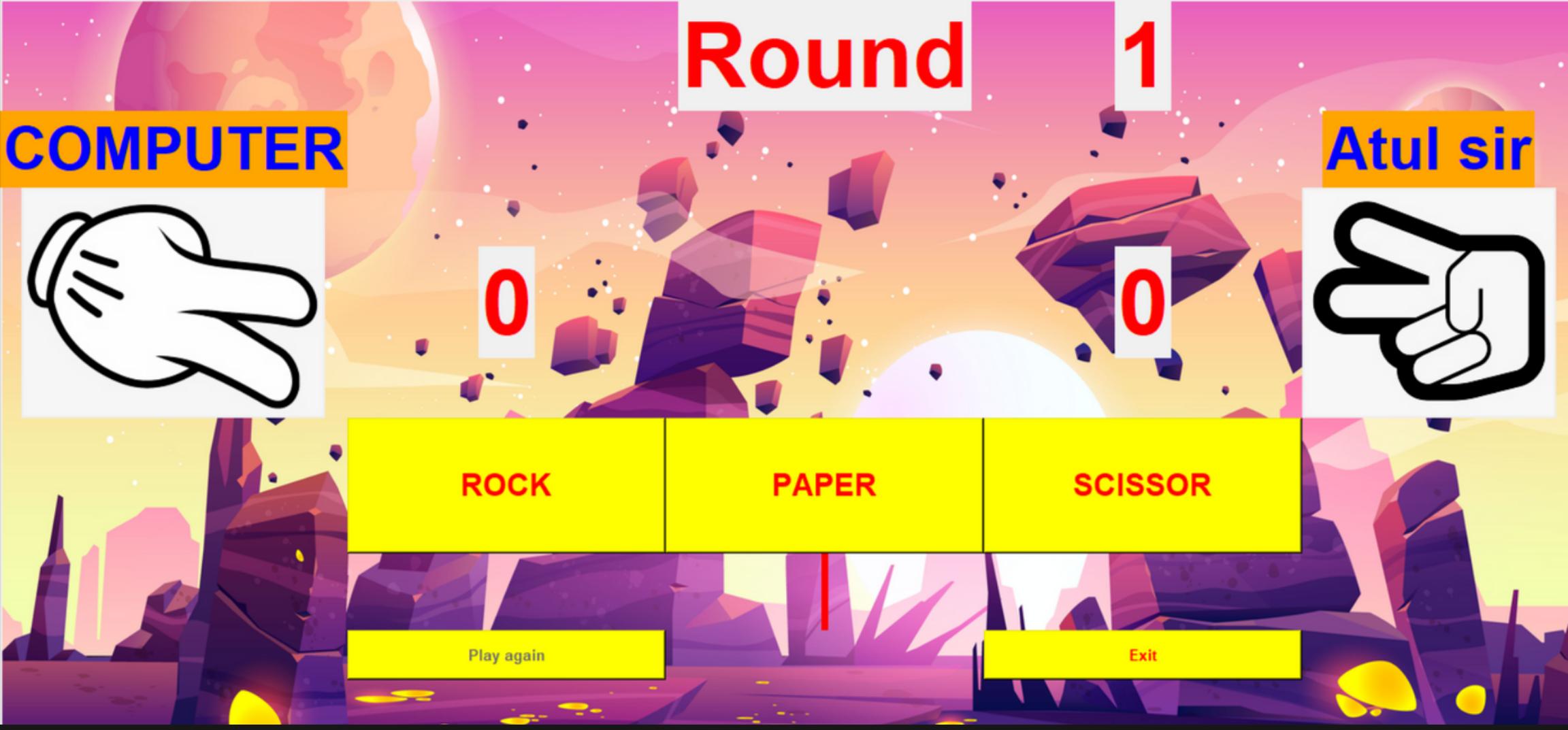
Enter player name :

Play Game

Quit Game

music on

music off



User has to select any one of rock, paper or scissors and computer randomly selects any one of the three through randint() function of random module and accordingly gives the result. After the 5 rounds all three buttons will get disabled and the "Play again" button which was initially inactive becomes active again. On clicking this button the game resets again. Clicking on "Exit" button we will get out of this window and go to the previous window.

**THANK  
YOU**