

Rock-Paper-Scissors Game

Introduction

In this project, you will create a simple text-based version of the classic game “rock-paper-scissors” using Python. This project will help you practice your programming skills, including user input, random selection, conditionals, and functions.

Steps to Create Your Game

1. *Create a new Python script in <https://replit.com/>:* Make sure to save your file with a descriptive name, such as “rock_paper_scissors.py”
2. *Define functions:* You will need four different functions for this game, which will include:
 - a. `Get_user_choice()`: This function will ask for the user to input “rock,” “paper,” or “scissors.” It will return whatever the user chooses. Ensure the input is valid and ask the user to try again if it’s not.
 - b. `Get_computer_choice()`: This function will return a random choice of “rock,” “paper,” or “scissors.”
 - c. `Determine_winner()`: This function will use if-elif-else statements to compare the user’s choice with the computer’s choice and determine whether the user wins, the computer wins, or if it is a tie. It will return the result of the game.
 - d. `Play_game()`: This function will call the other three functions in the correct order to run the game. This function will ask for user input at the end to see if the user would like to play again, and it will continue to run until the user says they do not want to continue playing (**hint hint: while loop).
3. *Test your game:* Once you’ve implemented all the components, test your game thoroughly to ensure it works as expected. Try a different combination of choices to verify the game’s logic.

Tips and Suggestions

- Break down the problem into smaller, manageable tasks. Focus on one function at a time.
- Use meaningful variable names and comments to make your code easy to understand.
- Test your code frequently as you write it. Fix any errors or bugs as you find them.
- Feel free to experiment and add your own features to the game once the basic version is working! 😊