Rock, Paper, Scissors - Python Game Description

This is a simple automated Python game where the computer randomly chooses for both the human and itself to simulate a Rock, Paper, Scissors game. The game continues until the user decides to stop. Scores are kept throughout the session and a final winner is declared based on the total score.

# Features:

- Random choice for both players (computer and human).

- Scores are tracked for both players.

- Option to continue or exit the game after each round.

- Displays final score and declares the winner.

# Sample Code:

count\_h = 0  
count\_c = 0  
print("Rock...Paper...Scissors")  
keep\_playing = True  
while keep\_playing:  
 import random  
 c\_choice = random.choice(['rock', 'paper', 'scissors'])  
 print('the computer chooses ' + c\_choice)  
 h\_choice = random.choice(['rock', 'paper', 'scissors'])  
 print('human chooses ' + h\_choice)  
   
 if ((h\_choice=='rock' and c\_choice=='scissors') or   
 (h\_choice=='scissors' and c\_choice=='paper') or   
 (h\_choice=='paper' and c\_choice=='rock')):  
 print("human wins")  
 count\_h += 1  
 elif h\_choice == c\_choice:  
 print("draw")  
 else:  
 print("computer wins")  
 count\_c += 1  
  
 answer = input("Do you want to play again? ")  
 if answer == "no":  
 keep\_playing = False  
 print("Thanks for playing!")  
 print("Computer score:", count\_c)  
 print("Human score:", count\_h)  
 if count\_c > count\_h:  
 print("Better luck next time!")  
 elif count\_c == count\_h:  
 print("It is a draw")  
 else:  
 print("You win!")