**Rock - Paper - Scissors - Lizard – Spock**

The rules are as follows:

Scissors cuts Paper

Paper covers Rock

Rock crushes Lizard

Lizard poisons Spock

Spock smashes Scissors

Scissors decapitates Lizard

Lizard eats Paper

Paper disproves Spock

Spock vaporizes Rock

(and as it always has) Rock crushes scissors

# Rock-paper-scissors-lizard-Spock

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import random

choices = ['rock', 'spock', 'paper', 'lizard', 'scissors']

def name\_to\_number(name):

if name == 'rock':

return 0;

elif name == 'spock':

return 1

elif name == 'paper':

return 2

elif name == 'lizard':

return 3

else:

return 4

def number\_to\_name(number):

if number == 0:

return 'rock'

elif number == 1:

return 'spock'

elif number == 2:

return 'paper'

elif number == 3:

return 'lizard'

else:

return 'scissors'

def rpsls():

player\_choice = raw\_input("Enter your choice (rock, paper, scissors, lizard, or spock): ")

player\_choice = player\_choice.lower()

if player\_choice not in choices:

player\_choice = random.choice(choices)

print

print "Player chooses", player\_choice

player\_number = name\_to\_number(player\_choice)

comp\_number = random.randrange(0, 5)

comp\_choice = number\_to\_name(comp\_number)

print "Computer chooses", comp\_choice

difference = (comp\_number - player\_number) % 5

if difference == 0:

print "Tie"

elif difference == 1 or difference == 2:

print "Computer wins"

else:

print "Player wins"

# Game loop

playAgain = True

while (playAgain):

rpsls()

answer = raw\_input("Play again? (y/n) ")

if answer != 'y':

playAgain = False