

```

import random
# ASCII art Sourced from github user wynand1004
#possible choices
rock = """
    _
   _ )
  ( _ )
  ( _ )
  ( _ )
 _ ( _ )
"""

paper = """
    _
   _ )
  ( _ )
  ( _ )
  ( _ )
 _ ( _ )
"""

scissors = """
    _
   _ )
  ( _ )
  ( _ )
  ( _ )
 _ ( _ )
"""

# The following function takes in a move as a parameter.
# It will return the corresponding string art based on the move.
"""
e.g:
move = "rock"
moveArt = printMove(move)
print(moveArt)
# will print the rock hand as shown below
    _
   _ )
  ( _ )
  ( _ )
  ( _ )
 _ ( _ )
"""

# printMove()
# assign move to one of the possible choice
def printMove(move):
    if move == 'rock':
        return rock
    if move == 'paper':
        return paper
    if move == 'scissors':
        return scissors

#makePlayerMove()
def makePlayerMove(playerName):

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playerMove = input("Choose rock, paper or scissors:")
if playerMove == 'rock':
    print(rock)
    print (playerName + " choose" ,playerMove)
    #prints the name and choice made by the player
elif playerMove == 'paper':
    print(paper)
    print (playerName + " choose" ,playerMove)
else:
    print(scissors)
    print (playerName + " choose" ,playerMove)
    return playerMove
# The following function takes in the playerName as a parameter.
# The function will return the playerMove as a string
"""
scissors.e.g:
    playerName = "Alex"
    makePlayerMove(playerName)

    # the following would get printed

    Choose rock, paper, or scissors:
    rock

    Alex chose:

    ---'_____)
        (_____)
        (_____)
        (_____)
    ---.__(_____)

"""

# makeComputerMove()
# A random computer move is generated from 1 - 3 and prints the computer choose
"""
e.g:
    computerName = "Eric"
    makeComputerMove(computerName)

    # for this example, we will say the random number drawn was 1, so the following
    will get printed

    Eric chose:

    ---'_____)
        (_____)
        (_____)
        (_____)
    ---.__(_____)

"""

def makeComputerMove(computerName):

    # this function gets a random number between 1 to 3
    random_num = random.randint(1,3)

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computerMove = ""
#assigns the random numbers to the possible choices
if random_num == 1:
    computerMove = 'rock'
    #If 1 is the random selction than rock will be assigned to it.
elif random_num == 2:
    computerMove = 'paper'
else:
    computerMove = 'scissors'

# get ascii art
computerArt = printMove(computerMove)

print(computerName + " chose:")
#prints the name given to the computer and the random selction from possible
choices
print(computerArt)

return computerMove

# checkRoundWinner()
# The following function takes in the playerMove and computerMove as parameters and
returns the winner as a string.
# If there is a winner of the round then it returns it, if not its a tie

def checkRoundWinner(playerMove,computerMove):
    # Code
    while playerMove == computerMove:
        # if both moves are the same then its a tie
        print("Tie")
    if playerMove == 'rock' and computerMove == 'scissors':
        print (playerName + "Won")
        #from two different outcomes one of them will be the winner and the name
will be printed
    elif playerMove == 'paper' and computerMove == 'rock':
        print(playerName + "Won")
    elif playerMove == 'scissors' and computerMove == 'paper':
        print (playerName + "Won")
    # Return statement(s)
    return "Computer Won"

# The main function will be the main driver for your game of rock, paper, scissors.
# We want the game to continue until either the player or the computer wins the
best out of three.
# *Hint: a while loop might be helpful :)*
def main():

    # gets player and computer name
    playerName = input("What would you like the player's name to be?")
    computerName = input("What would you like the computer's name to be? ")

    playerScore = 0
    computerScore = 0
    #keeps track of times either one has won a game

    roundNum = 1

    while roundNum <= 3 and playerScore < 2 and computerScore < 2:

```

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print()
print("ROUND {}".format(roundNo))
print()

# this function gets a player move and a computer mover
playerMove = makePlayerMove(playerName)
computerMove = makeComputerMove(computerName)

# check the round winner
result = checkRoundWinner(playerMove, computerMove)

# this will print if the player won
if result == "Player Won":
    playerScore+=1
    print(playerName+" won the round!")

elif result == "Computer Won":
    # this will print in case the computer has won
    computerScore+=1
    print(computerName+" won the round!")

else:
    print("It was a tie!")

roundNum+=1

print()

# who is the winner of the whole game
if playerScore == 2:
    print(playerName+" won the match!")
elif computerScore == 2:
    print(computerName+" won the match!")
else:
    print("Match was a tie!")

main()

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