🎮 **Just deployed my first interactive Python game — Rock Paper Scissor — using Streamlit!**

Over the past few days, I challenged myself to build something fun and practical using **core Python logic**, and here's the result: a simple yet fully functional **Rock-Paper-Scissor game**. 🚀

🧠 **What I used:**

✅ **Python** – to write the game logic using:

- Functions

- Conditional statements

- Loops & input handling

- random module to simulate the computer's move

✅ **Streamlit** – to turn my Python code into an **interactive web app**
✅ **GitHub** – to host and version control my code
✅ **Streamlit Cloud** – to **deploy it online,** free and accessible to everyone

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🔗 🌐 **Play the Game Online (No account needed!)**
👉 https://rockpapersciapprgame-ayex4d2mhwjx2ngndjt4s8.streamlit.app/

💻 📁 **GitHub Repository**
👉 https://github.com/sabbirakash/Rock_Paper_Scissor_Game

🔍 **What I learned:**

- How to write game logic in Python from scratch

- How to use **Streamlit** to build web interfaces

- How to **host and deploy** an app with GitHub + Streamlit Cloud

- How to make a Python project accessible to **non-technical users**

This is just the beginning! I'm planning to add:

- 🎯 Score tracking

- 👥 Player vs. Player mode

- 📊 Game statistics dashboard (maybe using **Power BI** 😊)

💡 If you're learning Python, I highly recommend trying to build small games. It helps reinforce key programming concepts while keeping the process fun and rewarding!

#Python #Streamlit #GitHub #WebApp #RockPaperScissors #GameDev #PythonProjects #BeginnerToPro #PortfolioProject #OpenSource #StreamlitApp #DataScienceJourney #DeployYourCode #LearningByDoing #SabbirUddinAkash

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