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In [1]: import random

def gamewin(comp,you):
    pass
    if comp==you:
        return None
    elif comp=="s":
        if you=="w":
            return False
        elif you=="g":
            return True
    elif comp=="w":
        if you=="g":
            return False
        elif you=="s":
            return True
    elif comp=="g":
        if you=="s":
            return False
        elif you=="w":
            return True

print("Comp Turn: Snake(s) Water(w) or Gun(g)?")
randno=random.randint(1,3)
if randno==1:
    comp="s"
elif randno==2:
    comp="w"
elif randno==3:
    comp="g"

you=input("Player Turn: Snake(s) Water(w) or Gun(g)?")
a=gamewin(comp,you)

print(f"Computer chose:{comp}")
print(f"you chose:{you}")
if a==None:
    print("The game is tie!")
elif a:
    print("You win!")
else:
    print("You loose")
```

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Comp Turn: Snake(s) Water(w) or Gun(g)?
Player Turn: Snake(s) Water(w) or Gun(g)?s
Computer chose:s
you chose:s
The game is tie!
```

In []: