values :

point\_cpu.

point\_player.

point\_need\_to\_add.

player\_choice (may be string but in excel you can use number).

cpu\_choice (may be string but in excel you can use number).

Note : if use number you can add list :

[“rock” , “paper” , “scissors”]

And use number in excel file to control choice

last\_one\_win and number\_of\_win\_streak (create a list :

[string 🡪 name , int 🡪 winstreak]

in name you save last one to win and in winsreak save length winstreak).

Functions :

Display\_choices

Take\_choice (in this func input choice from user and random choice for cpu)

Comparison (if use string you need a lot of if … else or we can use number in excel file to Comparison)