

Rock paper scissors game

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# Online Python compiler
# Rock Paper Scissors Game
# importing random keyword
import random

# Available choices
choices = ["rock", "paper", "scissors"]

user_score = 0 #initial user score
computer_score = 0 #intial compuer score

#Starting the game
print("Welcome to Rock Paper Scissors Game")

while True:
    # User input
    user_choice = input("Choose rock, paper, or scissors: ").lower()

    if user_choice not in choices:
        print("Invalid choice! Try again.")
        continue

    # Computer selection
    computer_choice = random.choice(choices)

    print("You chose:", user_choice) #selected user choice
    print("Computer chose:", computer_choice)#selected computer choce

    # Game logic
    #same choice case
    if user_choice == computer_choice:
        print("It's a tie!")
    elif (
        (user_choice == "rock" and computer_choice == "scissors") or
        (user_choice == "scissors" and computer_choice == "paper") or
        (user_choice == "paper" and computer_choice == "rock")
    ): #between rock , scissor: rock wins
        #between scissor, paper: scissor wins
        #between paper, rock : paper wins
        print("You win! ") #user wins
        user_score += 1
    else:
        print("You lose! ") #user loose
        computer_score += 1

    # Display scores
    print("Score → You:", user_score, "| Computer:", computer_score)

    # Play again?
    play_again = input("Do you want to play again? (yes/no): ").lower()
    if play_again != "yes":
        print("Thanks for playing!")
        break
```