**"Hi everyone! Today, I’ll be presenting my Python project: *Stone, Paper, Scissors*. It’s a fun, interactive game against the computer, with scorekeeping, win streaks, and sound effects. Let’s take a look!"**

**Overview of the Game**

**"This game is based on the classic *Rock, Paper, and Scissors* rules. Each round, the player and computer make a choice. The game announces the outcome—win, lose, or tie—tracks scores, and plays sound effects for wins, losses, and special win streaks. You can play as many rounds as you like and quit anytime."**

**Key Code Elements**

**"I start by importing two key modules:**

* **randint from the random module, which randomly selects the computer’s play.**
* **winsound for sound effects that play during wins, losses, and streaks. This is a simple but fun way to enhance feedback in the game."**

**Main Game Variables**

**"I use a few main variables:**

* **tim: a list with the choices Stone, Paper, and Scissors for the computer’s random selection.**
* **player\_score and computer\_score, both starting at zero to track points.**
* **win\_streak, which tracks consecutive player wins and adds a challenge with a special sound effect when players win three in a row."**

**Game Loop**

**"The game runs in a continuous while loop, letting the player keep playing until they type 'stop' to quit. Each round, the computer picks a random choice, and the player enters theirs. If they type 'stop', the game exits."**

**Game Logic for Outcomes**

**"Each round has three possible outcomes:**

* **Tie: Both the player and computer choose the same, and the win streak resets.**
* **Win: Player’s score and win streak both go up, and a specific sound plays.**
* **Loss: The computer’s score goes up, the win streak resets, and a different sound plays."**

**Special Features**

**"I included two user-friendly features:**

* **Invalid Input Handling: If a player enters a typo, the game reminds them to check spelling.**
* **Win Streak Sound: When players win three times in a row, a unique sound sequence plays. This makes streaks more rewarding!"**

**Ending the Game**

**"After each round, the scores are shown. When the player types 'stop', the game displays final scores and says thanks. This simple exit provides a nice closing for each session."**

**Conclusion**

**"In summary, this game combines simple Python logic with fun extras, like sound and win streaks, to make *Paper, Stone, Scissors* more engaging. In the future, I’d like to add more options or maybe make a graphical version.**