Today, we are going to be making a game of rock, paper, and scissors. It is a very common game and the rules are quite simple.

“rock beats scissors, scissors beats paper and paper beats rock.”

The functionality we want to achieve is to be able to pick one out of the tree options and then the computer also picks one and then we make comparisons to see who won or if there’s a draw. For us to pick one of the three options, we would make use of an <code>input()</code> and for the computer to be able to pick we are going to make use of

<code>random.choice([non-empty list])</code>

random.choice() takes in a non-empty list and picks out a random item from that list. The contents of the list we are feeding to the <code>random.choice([])</code> is “r”, “p”, “s”. The user input would also be equal to one of the three choices.

<insert code>

At this point, we have the user input and we have the computer choice. We need to make decisions that follow the rules of the game. To do this, we are going to make use of if…else statements. If the user is equal to the computer then we <code>return</code> it is a draw. A return statement marks the end of a function, it is what the function is going to output. Remember that when we run if else statements, it is a conditional statement that only runs the indented code under it when a certain condition is met and it helps to make decisions based on if the conditions are met.

If our user is equal to rock and the computer is equal to scissors or if the user is equal to scissors and the computer is equal to paper or if the user is equal to paper and the computer is equal to rock, the user wins according to the rules of the game. If none of the above happens, then that means that the computer has won.

<insert code>

We can call functions within functions. In this case, I am going to move that <code>if</code> block of code that checks if the user is the winner out of the play function and create a function for it called user\_win() which takes in the player and the opponent. Inside the function, when any of the conditions are met, the function would <code>return True</code> We can then call it inside our play function with <code>if user\_win(user, computer)</code> In this case the user is the player and the computer is the opponent. Since the return value of the user\_win function is True i.e. a Boolean, our if statement reads as if user\_win is true, return you won!

<insert code>