<https://supersimple.dev/projects/rock-paper-scissors/>

 <style>

        body{

            background-color: black;

            color: white;

            font-family: arial;

        }

    </style>

 <body>

    <p class="title">Rock Paper Scissors</p>

.title{

            font-size: 30px;

            font-weight: bold;

        }

<button onclick="playGame('Rock')"><img src="./day3/images/rock-emoji.png" class="move-icon"></button>

<button onclick="playGame('Paper')"><img src="./day3/images/paper-emoji.png" class="move-icon"></button>

<button onclick="playGame('Scissors')"><img src="./day3/images/scissors-emoji.png" class="move-icon"></button>

.move-icon

        {

            height: 50px;

        }

<button class="move-button" onclick="playGame('Rock')"><img src="./day3/images/rock-emoji.png" class="move-icon"></button>

<button class="move-button" onclick="playGame('Paper')"><img src="./day3/images/paper-emoji.png" class="move-icon"></button>

<button class="move-button" onclick="playGame('Scissors')"><img src="./day3/images/scissors-emoji.png" class="move-icon"></button>

.move-button

        {

            height: 100px;

            width: 100px;

            border: 3px solid white;

            background-color: transparent;

            border-radius: 50px;

            margin-right: 20px;

            cursor: pointer;

        }

<p class="js-moves moves"></p>     <!-- You - Rock  Computer - Rock -->

<p class="js-result result"></p>    <!-- Tie -->

<p class="js-score score"></p>     <!-- Score -->

.result{

            font-size: 25px;

            font-weight: bold;

        }

<p class="js-moves moves">

        You <img src="./day3/images/rock-emoji.png" class="move-icon">

        <img src="./day3/images/rock-emoji.png" class="move-icon"> Computer

</p>     <!-- You - Rock  Computer - Rock -->

<button

      onclick="

    score.wins=0;

    score.loss=0;

    score.tie=0;

    displayScore();

    localStorage.removeItem('score'); " class="reset-score-button">

      Reset Score

    </button>

.reset-score-button{

        font-family: Roboto, Arial, Helvetica, sans-serif;

        background-color: white;

        color: black;

        border: none;

        padding: 10px;

        border-radius: 2px;

        margin-right: 10px;

        cursor: pointer;

        height: 36px;

        width: 105px;

        }

Cut the moves code and paste it

<p class="js-moves moves">

        <!-- You <img src="./day3/images/rock-emoji.png" class="move-icon">

        <img src="./day3/images/rock-emoji.png" class="move-icon"> Computer -->

</p>

document.querySelector(

          ".js-moves"

        ).innerHTML = `You <img src="./day3/images/${playerMove}-emoji.png" class="move-icon">

        <img src="./day3/images/${computerMove}-emoji.png" class="move-icon"> Computer`;

Organise your code into separate html css js files

Rps.js

let score = JSON.parse(localStorage.getItem("score")) || {

  wins: 0,

  loss: 0,

  tie: 0,

};

displayScore();

function pickComputerMove() {

  const randomNumber = Math.random();

  let computerMove = "";

  if (randomNumber > 0 && randomNumber <= 1 / 3) {

    computerMove = "Rock";

  } else if (randomNumber > 1 / 3 && randomNumber <= 2 / 3) {

    computerMove = "Paper";

  } else {

    computerMove = "Scissors";

  }

  console.log(randomNumber, computerMove);

  return computerMove;

}

function playGame(playerMove) {

  const computerMove = pickComputerMove();

  let result = "";

  switch (playerMove) {

    case "Rock":

      if (computerMove === "Rock") {

        result = "Tie";

      } else if (computerMove === "Paper") {

        result = "You Loose";

      } else if (computerMove === "Scissors") {

        result = "You Win";

      }

      break;

    case "Paper":

      if (computerMove === "Rock") {

        result = "You Win";

      } else if (computerMove === "Paper") {

        result = "Tie";

      } else if (computerMove === "Scissors") {

        result = "You Loose";

      }

      break;

    case "Scissors":

      if (computerMove === "Rock") {

        result = "You Loose";

      } else if (computerMove === "Paper") {

        result = "You Win";

      } else if (computerMove === "Scissors") {

        result = "Tie";

      }

      break;

  }

  if (result === "You Win") {

    score.wins += 1;

  } else if (result === "You Loose") {

    score.loss += 1;

  } else if (result === "Tie") {

    score.tie += 1;

  }

  localStorage.setItem("score", JSON.stringify(score));

  displayScore();

  document.querySelector(".js-result").innerHTML = `Result : ${result}`;

  document.querySelector(

    ".js-moves"

  ).innerHTML = `You <img src="./day3/images/${playerMove}-emoji.png" class="move-icon">

        <img src="./day3/images/${computerMove}-emoji.png" class="move-icon"> Computer`;

  // alert(

  //   `You Choose ${playerMove}, Computer chooses ${computerMove} Result : ${result}\nWins : ${score.wins} ,Losses : ${score.loss} , Ties : ${score.tie}`

  // );

}

function displayScore() {

  document.querySelector(

    ".js-score"

  ).innerHTML = `Wins : ${score.wins} ,Losses : ${score.loss} , Ties : ${score.tie}`;

}

Rps.css

body {

  background-color: black;

  color: white;

  font-family: arial;

  padding-left: 30px;

}

.title {

  font-size: 30px;

  font-weight: bold;

}

.move-icon {

  height: 50px;

}

.move-button {

  height: 100px;

  width: 100px;

  border: 3px solid white;

  background-color: transparent;

  border-radius: 50px;

  margin-right: 20px;

  cursor: pointer;

}

.result {

  font-size: 25px;

  font-weight: bold;

}

.reset-score-button {

  font-family: Roboto, Arial, Helvetica, sans-serif;

  background-color: white;

  color: black;

  border: none;

  padding: 10px;

  border-radius: 2px;

  margin-right: 10px;

  cursor: pointer;

  height: 36px;

  width: 105px;

}

Rps.html

<!DOCTYPE html>

<html lang="en">

  <head>

    <meta charset="UTF-8" />

    <meta name="viewport" content="width=device-width, initial-scale=1.0" />

    <title>Document</title>

    <link rel="stylesheet" href="./rps5.css">

  </head>

  <body>

    <p class="title">Rock Paper Scissors</p>

    <button class="move-button" onclick="playGame('Rock')"><img src="./day3/images/rock-emoji.png" class="move-icon"></button>

    <button class="move-button" onclick="playGame('Paper')"><img src="./day3/images/paper-emoji.png" class="move-icon"></button>

    <button class="move-button" onclick="playGame('Scissors')"><img src="./day3/images/scissors-emoji.png" class="move-icon"></button>

    <button

      onclick="

    score.wins=0;

    score.loss=0;

    score.tie=0;

    displayScore();

    localStorage.removeItem('score'); " class="reset-score-button">

      Reset Score

    </button>

    <p class="js-moves moves"> </p>     <!-- You - Rock  Computer - Rock -->

    <p class="js-result result"></p>    <!-- Tie -->

    <p class="js-score score"></p>      <!-- Score -->

    <script src="./rps5.js"></script>

  </body>

</html>