PROJECT

PROPOSAL

PROJECT TITLE

ROCK, PAPER, SCISSORS GAME

Introduction:

The Rock, Paper, Scissors game is a classic hand game played between two players (or a player and the computer). The goal of this project is to create a digital version of the game using Python and the tkinter module for a graphical user interface (GUI). This project will help users play the game interactively and understand basic programming concepts like randomization, conditional logic, and event-driven programming.

Prepared by

ZEESHAN SAEED

Instructor

SIR AQIB

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ABOUT THAT

FEATURE'S:

GAME LOGIC

The computer will randomly select Rock, Paper, or Scissors.

The game will compare the player's choice with the computer's choice and determine the winner based on the rules:

Rock beats Scissors

Scissors beats Paper

Paper beats Rock

TOOLS & TECHNOLOGY

Programming Language: Python

Libraries:

tkinter for creating the GUI.

random for generating the computer's choice.

Development Environment: Any Python IDE (e.g., PyCharm, VS Code, or Jupyter Notebook).

CONCLUSION !

The Rock, Paper, Scissors game is a fun and simple project that demonstrates the use of Python and tkinter for creating interactive applications. It is an excellent way to learn and practice programming concepts while building a game that users can enjoy.

MEET OUR TEAM

Aaron Loeb
Founder

Estelle Darcy
Co-founder

Neil Tran
IT

Hannah Morales
Finance

Howard Ong
Marketing

WARDIERE INC.

WARDIERE INC.

CONTACT US

📞 123-456-7890

✉️ hello@reallygreatsite.com

📍 123 Anywhere St., Any City

🌐 www.reallygreatsite.com