Python Rock, Paper, Scissors

Pre-work	3 options:
	   1) Use https://trinket.io - If you don't have a free account, sign up for one.
	   2) Use https://replit.com - If you don't have an account, you can sign up for a Starter Account
	   3) Install Python from https://python.org and use the IDLE Editor	

Getting Started	Create a new Trinket (choose Python), Replit (choose Python), or a New File in IDLE (save it as Guessword.py)	
Code Start	`import random`	♦ random is a library that lets the computer make choices for us

Step 1: Create Variables	`weapons = ['rock','paper','scissors']`
	`computer_choice = random.choice(weapons)`
		♦ We need:
		  - List of options
		  - The computer's choice

Step 2: Intro Game	`print("Let's play Rock, Paper, Scissors")`
	`print("I've chosen my weapon.")`
	`print("Choose yours!")`
		♦ Invite the player to join us
		♦ Make sure they know computer choice has been made

Step 3: User's choice	`player_choice = ''`
	`while player_choice not in weapons:`
	`    player_choice = input("Rock, Paper, or Scissors? ")`
	`    player_choice = player_choice.lower()`
		♦ Input for user choice
		♦ Make sure user chose one of the available weapons
		♦ Change it to lower case for comparison with the computer's choice
		♦ Reminder to indent

Step 4: Check for tie	`if computer_choice == player_choice:` `    print("Tie game. Great minds think alike!")`	♦ Reminder to indent

Step 5: Check for results if computer chose Rock	`elif computer_choice == 'rock':`
	`    if player_choice == 'scissors':`
	`        print("I won! Rock smashes scissors.")`
	`    elif player_choice == 'paper':`
	`        print("You won! Paper covers rock.")`
		♦ 2 levels of if (indent)
		♦ Remember player choices

Step 6: Check for results if computer chose Paper	```elif computer_choice == 'paper':
	    if player_choice == 'scissors':
	        print("You won! Scissors cuts paper.")
	    elif player_choice == 'rock':
	        print("I won! Paper covers rock.")```	

Step 7: Check for results if computer chose Scissors	```elif computer_choice == 'scissors':
	    if player_choice == 'rock':
	        print("You won! Rock smashes scissors.")
	    elif player_choice == 'paper':
	        print("I won! Scissors cuts paper.")```	

Other things to try:
- **Add the ability to ask the player if they want a rematch**
- **Can you modify this for Rock, Paper, Scissors, Lizard, Spock**
- **What other combos work?**
  - **Cowboy, Ninja, Bear**
  - **Cockroach, Nuclear Bomb, Foot**

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Entire Program:

```python
import random

weapons = ['rock','paper','scissors']
computer_choice = random.choice(weapons)

print("Let's play Rock, Paper, Scissors")
print("I've chosen my weapon.")
print("Choose yours!")
player_choice = input("Rock, Paper, or Scissors? ")
player_choice = player_choice.lower()
while player_choice not in weapons:
    player_choice = input("Rock, Paper, or Scissors? ")
    player_choice = player_choice.lower()

if computer_choice == player_choice:
    print("Tie game. Great minds think alike!")
elif computer_choice == 'rock':
    if player_choice == 'scissors':
        print("I won! Rock smashes scissors.")
    elif player_choice == 'paper':
        print("You won! Paper covers rock.")
elif computer_choice == 'paper':
    if player_choice == 'scissors':
        print("You won! Scissors cuts paper.")
    elif player_choice == 'rock':
        print("I won! Paper covers rock.")
elif computer_choice == 'scissors':
    if player_choice == 'paper':
        print("I won! Scissors cuts paper.")
    elif player_choice == 'rock':
        print("You won! Rock smashes scissors.")
```