■ Rock-Paper-Scissors Game

Overview

This Python program simulates the classic Rock-Paper-Scissors game between a user and the computer. The computer randomly selects one of the three choices, and the program determines the result — Win, Lose, or Draw — based on the traditional rules of the game.

Workflow of the Program

1. Input – The user enters their choice: Rock, Paper, or Scissors.
2. Computer Selection – The program randomly selects one of the three choices.
3. Comparison – The user's choice and computer's choice are compared based on the game rules.
4. Output – The result is displayed: User Wins!, Computer Wins!, or It's a Draw!

Game Rules

User Choice	Computer Choice	Result
Rock	Rock	Draw
Rock	Paper	Computer Wins
Rock	Scissors	User Wins
Paper	Paper	Draw
Paper	Rock	User Wins
Paper	Scissors	Computer Wins
Scissors	Scissors	Draw
Scissors	Rock	Computer Wins
Scissors	Paper	User Wins

Code Explanation

import random — Imports the random module to generate a random computer choice.

item_list = ['Rock', 'Paper', 'Scissors'] — Defines a list containing the three possible moves.

user_choice = input(...) — Takes input from the user and randomly selects one choice for the computer.

if user_choice == comp_choice: — Checks if both choices are the same — results in a draw.

elif user_choice == 'Rock': — Handles cases when the user picks Rock.

elif user_choice == 'Paper': — Handles cases when the user picks Paper.

elif user_choice == 'Scissors': — Handles cases when the user picks Scissors.

Example Output

Enter your choice (Rock, Paper, Scissors): Rock
User choice: Rock
Computer choice: Scissors
User Wins!

Possible Improvements

■ Convert inputs to lowercase to make the game case-insensitive.

■ Add a replay feature to allow multiple rounds.

■ Use functions to modularize the code.

■ Add input validation to handle incorrect entries.