Let's make the computer play rock, paper, scissors with us!
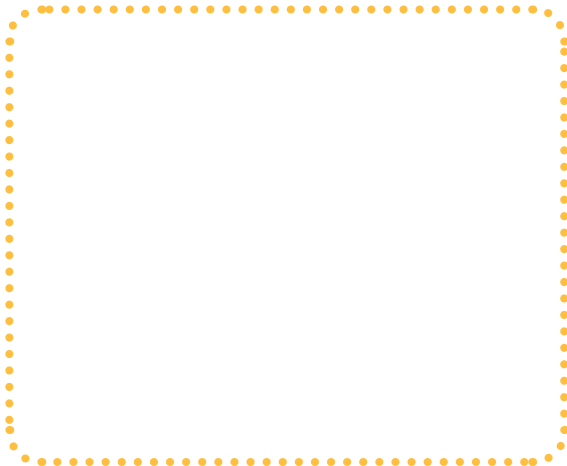
To start, we can have the computer choose moves randomly:

It's not very fun, is it? Can you think of a smarter way for the computer to play?

Hint: When you play with a friend, would you play rock twice in a row? What do you think of when you're playing yourself?
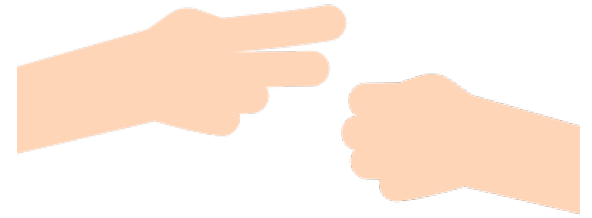
Can you train more?

You were able to train the computer to recognize hand shapes! How can you train a computer to learn how to play Rock, Paper, Scissors instead of creating rules for it like you did in this project?
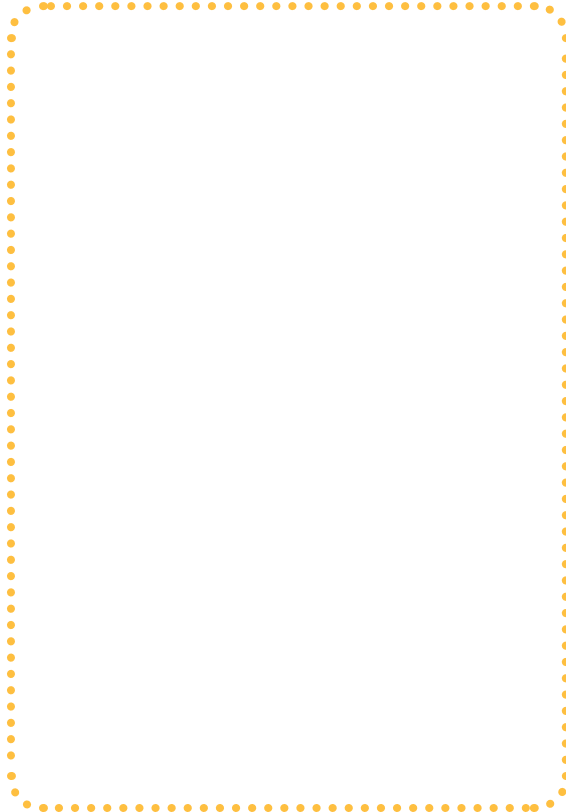
Rock, Paper, Scissors

```
when I receive  New move! ▼
broadcast  Paper ▼
```

```
when I receive  Rock ▼
set  you ▼  to  rock
switch costume to  rock ▼
broadcast  Score ▼
```

```
when I receive  Rock ▼
set  you ▼  to  rock
switch costume to  rock ▼
broadcast  Score ▼
```

```
when I receive  Scissors ▼
set  you ▼  to  scissors
switch costume to  scissors ▼
broadcast  Score ▼
```

```
when I receive  Score ▼
if  you = paper  then
    if  computer = rock  then
        say  You win!
    if  computer = paper  then
        say  It's a tie!
    if  computer = scissors  then
        say  You lose!
```

```
when I receive  Score ▼
if  you = rock  then
    if  computer = rock  then
        say  It's a tie!
    if  computer = paper  then
        say  You lose!
    if  computer = scissors  then
        say  You win!
```

```
when I receive  Score ▼
if  you = scissors  then
    if  computer = rock  then
        say  You lose!
    if  computer = paper  then
        say  You win!
    if  computer = scissors  then
        say  It's a tie!
```