

4. game() loops playRound 5 times

```

loop: 1 → 5 game()
{
  let scores = [0, 0];
  // P C
  Print

  get ComputerChore
  let resultTest = playRound
  computerSelection = getComputerChore();
  let result = playRound (playerSelection, computerSelection);
  result
  console.log(resultTest);

  switch(winner) {
    case 0:
      scores[0]++;
      break;
    case 1:
      scores[1]++;
      break;
    case 2:
      scores[0]++;
      scores[1]++;
      break;
  }
  // This means for a draw, both get points

  console.log
  let scoreText = `
    scores:
    player: ${scores[0]}
    computer: ${scores[1]}
  `;

  console.log(scoreText);
  console.log("Next Round")
  if (i < 5)
    console.log("Next Round");
  let matchResultTest = console.log
  if (score[0] > score[1])
    matchResultTest = "player wins the match!";
  else if (score[1] > score[0])
    matchResultTest = "computer wins the match!";
  else
    matchResultTest = "match is a draw!";
  console.log(matchResultTest);
}

```