

# Rock Paper Scissors

## Project Description

This project involves creating a simple implementation of the grade-school classic game "Rock Paper Scissors". The game will initially be played from the browser console, but a Graphical User Interface (GUI) will be added in a later lesson.

## Project Requirements

1. **Computer Choice Function:** Begin with a function called `getComputerChoice` that will randomly return either 'Rock', 'Paper', or 'Scissors'. This function will be used in the game to make the computer's play.
2. **Single Round Function:** Write a function that plays a single round of Rock Paper Scissors. The function should take two parameters - the `playerSelection` and `computerSelection` - and then return a string that declares the winner of the round like so: "You Lose! Paper beats Rock".
  - a. Make your function's `playerSelection` parameter case-insensitive (users can input 'rock', 'ROCK', Rock, or any other variation).
  - b. You want to `return` the results of this function call, not print them to console.
3. **Game Function:** Write a NEW function called `game()`. Use the previous function inside of this one to play a 5 round game that keeps score and reports a winner or loser at the end. You can call your `playRound` function 5 times in a row.
4. **User Input:** Use `prompt()` to get input from the user. Feel free to re-work your previous functions if you need to. Specifically, you might want to change the return value to something more useful.
5. **Helper Functions:** Feel free to create more "helper" functions if you think they would be useful.