# Rock Paper Scissors

1. **Controls**
   1. Div for Scores
   2. Div for Round Results
   3. Button for Rock
   4. Button for Paper
   5. Button for Scissors
2. **Start**
   1. Call on the create element function, and plug in all the details for the score div.
   2. Append the element to the body
   3. Call on the create element function, and plug in all the details for the round results div.
   4. Append the element to the body
   5. Call on the create element function and plug in all the details for the button to call rock.
   6. Append the element to the body
   7. Set attribute of rock to the button
   8. Add event listener to the button
   9. Call on the create element function and plug in all the details for the button to call scissors.
   10. Append the element to the body
   11. Set attribute of scissors to the button
   12. Add event listener to the button
   13. Call on the create element function and plug in all the details for the button to call paper.
   14. Append the element to the body
   15. Set attribute of paper to the button
   16. Add event listener to the button
3. **Player Detect**
   1. Gets attribute of which player button was clicked, and determines the match outcome this way
4. **Game Score**
   1. Keeps track of the score
5. **Computer Choice**
   1. Determines randomly which move the computer will choose
6. **Create Element** 
   1. Creates an element
   2. Sets position
   3. Sets width
   4. Sets height
   5. Sets float
   6. Returns the element

# Div Block

1. **Controls**
   1. Setup div blocks object to hold all the divs in
2. **Start**
   1. Runs through a for loop 16 times to create a big block of 16 divs
      1. Initialize the div through the create element function
      2. Set the background color to red
      3. Append the element to the body
      4. Set the attribute
      5. Add the event listener
3. **Div Click**
   1. Get the attribute and assign it to a variable
   2. Set the background color of the div clicked to random color
4. **Random Color**
   1. Set red to a random value
   2. Set green to a random value
   3. Set blue to a random value
   4. Return RGB
5. **Create** 
   1. Create the element
   2. Set position
   3. Set width
   4. Set height
   5. Set float
   6. Return