WHOLE PROCESS AND PSEUDO CODE

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1. Block 1 (getComputerChocie)

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    - use List which consists of Rock, Paper and Scissors
      - that means each have 0,1,2 index number
      - generate a random number between 0,1,2
      - then use that generated number to locate the word from the List
      - return the result which is the result randomly from the list

2. Block 2 (variables for getComputerChoice)

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    - storage for randomly generated number
      - list of the rock,paper and scissors (should be global variable)

3. Block 3(playRound)

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    - it takes two parameters the value of getComputerChoice and the playerSelection
      - play's a single round.
      - get the input from player and compare it with getComputerChoice
      - use nested if statments for each playerSelection check the getComputerChoice hence we will have 6 if statments and each return the following
      - either `you lose ${computerChoice} beats $playerSelection - either ` you win ${playerSelection} beats ${computerChoice}
      - either ` you drew ${playerSelection} is same with ${computerChoice

4. Block 4 (variables for playRound)

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    - take input from user using prompt and put it into lowercase makes it case insensitive and assign it to a variable called playerSelection
      - set the getComputerChoice and assign it's result to a certain variable with name computerChoice

5. Block 5(playGame())

- a function that lets me play the game for five rounds
- must show amount of rounds left and also show how many times each players has won

- uses while loop for n <5;
- if the player gets the answer then stop else keep the game going until the 5th round
- add some modification on the playRound that is for each win increase the total win of the players out/five
- if player win > computer then player won, if player 2 < computer then computer won,
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