Set user1
Set userInput1
Set user2
Set userInput2

Step 1: Ask user1 for their input and store it as userInput1

Step 2: Ask user2 for their input and store it as userInput2

Step 3: If userInput1 is the same as userInput2 go back

to Step 1

Step 4: if one user chose rock and another chose scissors go to step 4.1 other wise go to step 5
Step 4.1: display the player that chose rock

Step 5: if one user chose paper and another chose rock go to step 5.1 other wise go to step 6
Step 5.1: display the player that chose paper

Step 6: if one user chose scissors and another chose paper go to step 6.1

Step 6.1: display the player that chose sccissors

Step 7: ask the users if they want to play again, if yes go back to step 1, otherwise end program