# ALGORITHM

1. Display a welcome message
2. (optional) display the rules of the game
3. Ask: Single player (Human vs AI) or multiplayer (Human vs. Human)?
4. Players choose gestures
5. Make sure gestures can be used
6. Compare the gestures to see who wins the round
   1. Be sure to check for ties!
7. Display the winner of the round
8. Check to see if someone has won the game
9. Play next round (repeat steps 4-8)
10. After 3 rounds, declare a winner!
11. (optional) gut punch

# CLASSES

**NO GESTURE CLASSES**

**NONE**

**DO NOT DO IT**

**UNTIL I SAY YOU CAN**

* **PARENT**: Player
* Game (where the Players will play the game)
* **CHILD OF PARENT**: Human
* **CHILD OF PARENT:** AI