

Declare and initialize humanChoice var to undefined

Declare and initialize computerChoice var to undefined

Declare and initialize human score variable to 0;

Declare and initialize computer score variable to 0;

For the getHumanInput function

Prompt the user to add in string value

If string value equals rock or paper or scissors, assign humanChoice to string value and run getComputerInput function

Otherwise show prompt to entice user to enter a valid string which is either rock paper or scissors.

For the getComputerInput function

Declare and initialize randomInt variable to Math.random

If random int is less than .33, computer logs rock and assigns computerChoice to rock

Or if random int is greater than or equal to .33 and less than or equal to .66, computer logs paper and assign computerChoice to paper

Otherwise, the computer will log scissors and assign computerChoice to scissors

For the checkWinner function

Contains two parameters, human choice var and computer choice var

If human choice equals rock and computer choice equals rock

Log "Tie"

Log human score variable

Log computer score variable

Or if human choice equals rock and computer choice equals scissors

Increment human score variable

Log "Human wins"

Log human score variable

Log computer score variable

Otherwise

Increment computer score variable

Log "Computer wins"

Log human score variable

Log computer score variable

If human choice equals paper and computer choice equals paper

Log "Tie"

Log human score variable

Log computer score variable

Or if human choice equals paper and computer choice equals rock

Increment human score variable

Log "Human wins"

Log human score variable

Log computer score variable

Otherwise

Increment computer score variable

Log "Computer wins"

Log human score variable

Log computer score variable

If human choice equals scissors and computer choice equals scissors

Log "Tie"

Log human score variable

Log computer score variable

Or if human choice equals scissors and computer choice equals paper

Increment human score variable

Log "Human wins"

Log human score variable

Log computer score variable

Otherwise

Increment computer score variable

Log "Computer wins"

Log human score variable

Log computer score variable