Set player1 option to none

Set player2 option to none

Set player1 score to 0

Set player2 score to 0

While player1 score is less than 4 and player2 score is less than 4:

Get rock, paper, or scissor as input from player1

Get rock, paper, or scissor as input from player2

If player1 selects rock and player2 selects rock:

Output the round outcome as a tie

If player1 selects rock and player2 selects paper:

Output player2 as the round winner

Increase player2 score by 1

If player1 selects rock and player2 selects scissors:

Output player1 as the round winner

Increase player1 score by 1

If player1 selects paper and player2 selects rock:

Output player1 as the round winner

Increase player1 score by 1

If player1 selects paper and player2 selects paper:

Output the round outcome as a tie

If player1 selects paper and player2 selects scissors:

Output player2 as the round winner

Increase player2 score by 1

If player1 selects scissors and player2 selects rock:

Output player2 as the round winner

Increase player2 score by 1

If player1 selects scissors and player2 selects paper:

Output player1 as the round winner

Increase player1 score by 1

If player1 selects scissors and player2 selects scissors:

Output the round outcome as a tie

If player1 score is greater than player2 score:

Output player1 as the game winner

If player2 score is greater than player1 score:

Output player2 as the game winner