Set player1 option to empty string

Set player2 option to empty string

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) or (player1 selects scissors and player2 selects scissors) or (player1 selects paper and player2 selects paper):

Output the round outcome as a tie

If (player1 selects rock and player2 selects scissors) or (player1 selects paper and player2 selects rock) or (player1 selects scissors and player2 selects paper):

Output player1 as the round winner

Increase player1 score by 1

If (player1 selects paper and player2 selects scissors) or (player1 selects rock and player2 selects paper) or (player1 selects scissors and player2 selects rock):

Output player2 as the round winner

Increase player2 score by 1

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