Pseudocode/Algorithm Planning **Draft1**

Start program

Import random function

Introduction and instructions to play

Ask how many rounds the user would like to play (declare intRounds as the constant for the game)

Loop rest of program using a counter for X rounds chosen

Assign Rock, Paper, and Scissors to a number (Function maybe to call it?)

Ask user to input Rock, Paper, Scissors (assign a number value to each to keep simple)

Have computer randomize between 3 choices (between the numbers assigned to Rock, Paper, Scissors,)

Use if/elif statements to decide who won

Nested if statement to decide if a point gets added

Move on to next round using a loop

Once X amount of rounds has been completed, end game loop

Calculate total amount of points possible based on X rounds played

Create ranking function and call it

Print to user their result