Problem: A developer wants to write a program which help friends in their game to find who will go first. And his idea is to write a ‘Rock, Paper, Scissor’ game.

1. Decomposition (The process of breaking down complex problems into more manageable parts)
   1. Players should be synchronized
      1. Players should show their shape at the same time
      2. Game has to start over if anyone shows earlier
   2. Players shapes should be compared
      1. Game has to start over if shapes are identical
      2. Winner will be determined
   3. Players can decide if they want to play again
2. Pattern recognition & data representation (Is about identifying commonality in process and data)
   1. Setting a timer before each play
   2. Checking if anyone played early
   3. Checking the result
3. Abstraction (This stage concentrated on generalizing the identified characteristics of a problem and/or pattern)
   1. Players should shape a form which have to be dissimilar to have a winner
4. Algorithms (The last step is to perform an overall test of the entire solution to ensure the sequencing is correct and the problem is in fact solved)
   1. The pseudocode of the problem has been written and did not have any problems. Also supported every angle of the game