**Timer**- *Timer variable is set to 3 seconds and used to synchronize both players.*

**Player 1**- *This variable is used to store name of the first player.*

**Player 2**- *This variable is used to store name of the second player.*

**Player1Shape** - *Is used to store chosen shape of Player 1.*

**Player2Shape**- *Is used to store chosen shape of Player 1.*

1. Start
2. Reset **Player1Shape**
3. Reset **Player2Shape**
4. Do not let players start for 3 seconds (See section Timer)
5. 8. **Player 1** and **Player 2** throw a shape.
   1. **Player 1** shape stored in **Player1Shape**
   2. **Player 2** shape stored in **Player2Shape**
6. Determine who is the winner (See section winner\_conditions)
7. Play again?
   1. **Yes**, go to step 2.
   2. **No**, continue
8. **End** of the game.

**Timer**

1. Reset **timer** to 0
2. If timer is less than 3
   1. Check if any player threw a shape
      1. If yes go to line 2
      2. If no, continue
   2. Add 1 to timer

**winner\_conditions**

If **Player1Shape** is:

* 1. **\_Scissors\_:**
     1. If **Player2Shape** is **Scissors**, it’s a tie.

Go to step 2

* + 1. Else if **Player2Shape**is **Paper, Player 1** is the winner.

Go to step 10.

* + 1. Else if **Player2Shape** is **Rock, Player 2** is the winner.

Go to step 10.

* 1. **\_Rock\_:**
     1. If**Player2Shape**is **Rock**, it’s a tie.

Go to step 2.

* + 1. Else if**Player2Shape**is **Scissors**, **Player 1** is the winner.

Go to step 10.

* + 1. Else if **Player2Shape** is **Paper**, **Player 2** is the winner.

Go to step 10.

* 1. **\_Paper\_:**

* + 1. If**Player2Shape** is a **Paper**, it’s a tie.

Go to step 2.

* + 1. Else if **Player2Shape** is **Scissors**, **Player 2** is the winner.

Go to step 10.

* + 1. Else if **Player2Shape** is **Rock**, **Player 1** is the winner.

Got to step 10.