**Rock Paper Scissors Pseudocode**

1. Game initially starts with everything empty except for player boxes which will just contain text stating “waiting for player #” (1 or 2).
2. First person that enters name goes into player 1 spot. Second person goes into player 2 spot.
   1. As each player enters in their name, the data base object is created with name, wins, and losses.
   2. Their name is now displayed along with their wins and losses counts.
   3. Above the boxes, the submit form is removed and now displays “Hi <name>! You are player #.
3. Once the second player is ready, the rock, paper, scissors choices are given to the first player and it states “you’re turn” above the boxes while the other player gets a “waiting for <opponent name> to choose.
   1. The turns counter is added into the database starting at 1.
4. Once the first player makes their selection, it is stored in the data base as “choice” and displayed in large text and the second player is now allowed to make their choice.
   1. This also switches the text above.
   2. Maybe find a way for each player to choose at the same time but still waits for both to make the choice before moving to next step?
5. Once both players have made a choice. It displays both players’ choices, states who won in the middle box, adds to the win/loss counters, and resets to step 3, after 2 or 3 seconds (timer).
   1. Could add funny picture based on combination?
6. For the chat box, when a player enters in a comment, it states their name and comment like <name: comment>.
   1. This adds a chat object to the database when first used. Need to look into this part.
   2. If a player leaves the session (closes browsers or refreshes), a message appears states “<name> has disconnected”. This will also delete out their database entry.
      1. As long as the other player remains active, their counts stay the same.
      2. If a new player joins, their counts will start at 0 as normal.
   3. Not super important but maybe a way to scroll down chat box if messages become too long?