Create a game of rock, paper, scissors where computer randomly returns: rock, paper, scissors. Then, the player inputs either rock, paper, scissors. Each round (match) of the computer selection and player selection returns a value that declares who is the winner.

Then, create a 5-round game where the player/computer has to win 5 matches to win the entire game.

Plan

Create method that outputs a random value out of a list of three values: rock, paper, scissors.

Assign it to variable ‘computerSelection’

Create a method that takes user input of 3 possible values: rock, paper, scissors.

Assign it to a variable ‘playerSelection’

Create a function named ‘round’ that takes both of these as input and returns win or lose depending on the combination.

Create a loop named: fiveRounds that repeats the above round 5 times and declares who’s the winner overall depending who gets the most wins.

Pseudocode

computerInput = random(rock, paper, scissors)

playerInput = prompt(“please enter your choice”)

function playerInputValidation (input) {  
 variable inputLower = input.toLowerCase();

inputLower == “rock” || inputLower == “paper” || inputLower == “scissors” ?

return True :  
return False;

}

function inputComparison () {  
 computerInput == playerInput ? return “Draw” :   
 computerInput == rock && playerInput == paper || computerInput == paper && playerInput == scissors || computerInput == scissors && playerInput == rock ? return “Player wins” : “Player loses”;

}

function round () {  
 variable playerInputResult = playerInputValidation();

if (playerInputResult = True) {  
 console.log(inputComparison())

} else {  
 console.log(“Please enter a valid option”)}

}

playerInputValidation(playerInput);

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **PLAYER** | | | |
| **COMPUTER** |  | **Rock** | **Paper** | **Scissors** |
| **Rock** | Draw | WIN | LOSE |
| **Paper** | LOSE | Draw | WIN |
| **Scissors** | WIN | LOSE | Draw |

Receive player input

Validate player input