const getUserChoice = (userInput) => {

  userInput = userInput.toLowerCase();

  if (userInput === 'rock' || userInput === 'paper' || userInput === 'scissors') { return userInput }

  else { console.log('Error message!!!') }

};

function getComputerChoice() {

  const randomNum = Math.floor(Math.random() \* 3);

  switch (randomNum) {

    case 0: return 'rock'; break;

    case 1: return 'paper'; break;

    case 2: return 'scissors'; break;

  }

}

function playRound(playerSelection, computerSelection){

  if (computerSelection === playerSelection) {

    return 'The game is a tie!';

  }

  if (computerSelection === "rock" && playerSelection === "paper") {

    return 'The User won';

  }

  if (computerSelection === "rock" && playerSelection === "scissors") {

    return 'The Computer won';

  }

  if (computerSelection === "paper" && playerSelection === "scissors") {

    return 'The User won';

  }

  if (computerSelection === "paper" && playerSelection === "rock") {

    return 'The Computer won';

  }

  if (computerSelection === "scissors" && playerSelection === "paper") {

    return 'The Computer won';

  }

  if (computerSelection === "scissors" && playerSelection === "rock") {

    return 'The User won';

  }

}

function game(){

  const playerSelection = getUserChoice(prompt('Choose one : rock, paper, scissors'));

  const computerSelection = getComputerChoice();

  console.log(`The computer chooses ${computerSelection}`);

  console.log(`The user chooses ${playerSelection}`);

  console.log(playRound(playerSelection, computerSelection));

};

game();