Rock Paper Scissor Game Algorithm

1. Start the game.
2. Set the following variables:
   ❖ `attempts` to keep track of the remaining attempts.
   ❖ `user_wins` to keep track of the user's number of wins.
   ❖ `computer_wins` to keep track of the computer's number of wins.

3. Print the game title to welcome the player.

4. Game loop:
   - Print the remaining attempts.
   - Print the available choices (e.g., "1. Rock, 2. Paper, 3. Scissors").
   - Receive the user's choice by inputting the corresponding number.
   - Validate the user's choice:
     o If the choice is valid, proceed to the next step.
     o If the choice is invalid, ask for a valid choice again.

   - Generate a random choice for the computer.
   - Print the user's choice and the computer's choice.

   - Decrement the number of attempts by one.

   - Compare the user's choice and the computer's choice:
     o If there is a tie between the choices, there is no winner in a particular round.
     o If the user's choice wins against the computer's choice (e.g., rock beats scissors), increase `user_wins` by one.
     o If the computer's choice wins against the user's choice (e.g., paper beats rock), increase `computer_wins` by one.
   - Print the round result (e.g., "You win!" or "Computer wins!").

   - If the attempts have become zero, end the game loop.

5. Print the total number of user wins and computer wins.

6. Compare the number of user wins and computer wins to determine the ultimate winner:
     o If there is a tie in the number of wins, print a message indicating a draw.
     o If the user has more wins, print a message indicating the user's victory.
     o If the computer has more wins, print a message indicating the computer's victory.

7. End the game.