User needs to make a decision:

e.g/ Do I cook or get a takeaway?

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User goes to Decision Maker site/app

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User types their two choices into the two text boxes on the page.
- One is assigned to the user (e.g/cook), one is assigned to the computer (e.g/ takeaway)

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User clicks on either the rock, paper, or scissors icon. The computer's move is randomly generated.

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The user wins. Their move is displayed on the screen, along with the choice which was assigned to the computer (cook). The decision is made for the user.

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The computer wins. Their move is displayed on the screen, along with the choice which was assigned to the computer (takeaway). The decision is made for the user.

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