1. Start
2. Initialize Variables:
   1. player\_choice
   2. computer\_Choice
   3. Result
3. Function playRockPaperScissors();
4. Start the game loop.
5. Get the user input for their choice (rock, paper, scissors).
6. Get a random choice for the computer (rock, paper, scissors).
7. Display choices made by the computer and player.
8. If (playerChoice is ‘rock’ and computerChoice is ‘Scissors’) or

(playerChoice is ‘Paper’ and computerChoice is ‘rock’) or

(player choice is ‘scissors’ and computerChoice is 'Paper’):

1. Display player wins
2. Else if ((playerChoice is 'Scissors' and computerChoice is 'Rock') or

(playerChoice is 'Rock' and computerChoice is 'Paper') or

(playerChoice is 'Paper' and computerChoice is 'Scissors'):

1. Display computer wins.
2. Else display It’s a tie.
3. Display the result of round (winner or tie).
4. If it’s a tie, display a message indicating a tie and prompt for the next round.
5. If it’s not a tie, display a message for the winner and loser of the round.
6. End.