**GAME DEVELOPMENT PSEUDOCODE:**

**GAME:**

* GETTING INPUT, DEFINING CHOICES, MAIN GAME LOOP, WIN OR LOSE, END GAME :
* First import the random inbuilt function to generate the computer’s choice.
* Then declare a choice variable to store the choices for the player (rock, paper, scissor).
* Then write a function to get the user’s choice and check whether the choice is valid or not.
* Next write a function to randomly select the computer’s choice from the list of options.
* Now create a function to compare the Computer’s choice with the user’s choice, to check the user has won or lose
* Rules of the game is Rock beats Scissor, Scissor beats Paper and Paper beats Rock.
* Now finally display the result and end the game.