1. Set health for both fighters to 100.
2. Set round number to 1.
3. Set bonus damage multiplier to 2.
4. Welcome user to the game.
   1. Prompt user to enter a fighter name.
5. Prompt user to pick a country to fight in:
   1. Opponent name is based on country selected.
   2. Repeat until user enters a valid country.
6. Do the following while both fighter’s health are above 0:
   1. Print out the current round number.
   2. Print out user and opponent health points.
   3. Prompt user to enter 1 to kick, 2 to punch, 3 to block.
      * Repeat until user enters a valid number.
   4. Set a random number between [1 and 3] as the opponent’s action.
   5. Set a random number between [5 and 10] as the base damage.
   6. Compare user’s action to opponent’s action:
      * If both punch, then both take base damage.
      * If both kick, then both take base damage.
      * If both block, then neither take damage.
      * If one punches and one kicks, then the punch deals bonus damage.
      * If one kicks and one blocks, then the kick deals bonus damage.
      * If one blocks and one punches, then the block deals bonus damage.
   7. Update health if damage is taken.
   8. Check health points for a knock out:
      * If user’s health is zero or below then the game ends in a loss.
      * If opponent’s health is zero or below then the game ends in a win.
   9. Add one to the round number.
   10. Repeat.