

Rock, Paper, Scissors

We will be creating a program that lets two players play rock, paper, scissors. Your program will prompt the first player, player 1, to enter their move (either rock, paper, or scissors), and then prompt the second player, player 2, to enter their move.

Using the rules of rock, paper, scissors (which are explained below), your program will determine and print the results of the game. If it's a tie, your program should print "It's a tie". If player 1 wins, prints "Player 1 wins". And if player 2 wins, print "Player 2 wins".

The rules of rock, paper, scissors are as follow:

- Rock beats scissors.
- Scissors beats paper.
- Paper beats rock.
- If both players choose the same move (for example, if both choose rock), it's a tie.

Examples

```
Player 1 enter your move: rock
Player 2 enter your move: scissors
Player 1 wins
```

```
Player 1 enter your move: paper
Player 2 enter your move: paper
It's a tie
```

```
Player 1 enter your move: paper
Player 2 enter your move: scissors
Player 2 wins
```