

START

declare objects for playerOne + playerTwo
(name, health, damage)

user clicks button

math.random used to decrease player's
health

if player
one and
player
two's
health > 1

if playerOne's
health is
<1

if player
two's
health is
<1

if playerTwo's
health is <1

playerone wins

playertwo wins

both player's die



END

