Pseudocode – Rock, paper and scissors game for a single game

STORE the Player 1’s hand sign as player1Go

STORE the Player 2’s hand sign as player2Go

STORE the hand count as handCount and SET the value to be 0

For EVERY SECOND - INCREMENT handCount by 1 and SET RANDOM value for player1Go and player2Go

IF handCount === 3

CHECK player1Go and player2Go values

IF player1Go === “rock” && player2Go === “scissor”

Player 1 Wins

IF player1Go === “scissor” && player2Go === “rock”

Player 2 Wins

IF player1Go === “rock” && player2Go === “paper”

Player 2 Wins

IF player1Go === “paper” && player2Go === “rock”

Player 1 Wins

IF player1Go === “scissor” && player2Go === “paper”

Player 1 Wins

IF player1Go === “paper” && player2Go === “scissor”

Player 2 Wins

Pseudocode – Rock, paper and scissors game for a best of three games

STORE the Player 1’s hand sign as player1Go

STORE the Player 2’s hand sign as player2Go

STORE the Player1 Win Count as player1WinCount and SET the value to be 0

STORE the Player2 Win Count as player2WinCount and SET the value to be 0

STORE the hand count as handCount and SET the value to be 0

INCREMENT STEP\* - For EVERY SECOND - INCREMENT handCount by 1 and SET RANDOM values for player1Go and player2Go

IF handCount === 3

CHECK player1Go and player2Go values

IF player1Go === “rock” && player2Go === “scissor”

INCREMENT player1WinCount by 1 and SET the value of handCount to be 0

ELSE IF player1Go === “scissor” && player2Go === “rock”

INCREMENT player2WinCount by 1 and SET the value of handCount to be 0

ELSE IF player1Go === “rock” && player2Go === “paper”

INCREMENT player2WinCount by 1 and SET the value of handCount to be 0

ELSE IF player1Go === “paper” && player2Go === “rock”

INCREMENT player1WinCount by 1 and SET the value of handCount to be 0

ELSE IF player1Go === “scissor” && player2Go === “paper”

INCREMENT player1WinCount by 1 and SET the value of handCount to be 0

ELSE IF player1Go === “paper” && player2Go === “scissor”

INCREMENT player2WinCount by 1 and SET the value of handCount to be 0

REPEAT the INCREMENT STEP\*

IF handCount === 3

CHECK player1Go and player2Go values

IF player1Go === “rock” && player2Go === “scissor”

INCREMENT player1WinCount by 1 and SET the value of handCount to be 0

ELSE IF player1Go === “scissor” && player2Go === “rock”

INCREMENT player2WinCount by 1 and SET the value of handCount to be 0

ELSE IF player1Go === “rock” && player2Go === “paper”

INCREMENT player2WinCount by 1 and SET the value of handCount to be 0

ELSE IF player1Go === “paper” && player2Go === “rock”

INCREMENT player1WinCount by 1 and SET the value of handCount to be 0

ELSE IF player1Go === “scissor” && player2Go === “paper”

INCREMENT player1WinCount by 1 and SET the value of handCount to be 0

ELSE IF player1Go === “paper” && player2Go === “scissor”

INCREMENT player2WinCount by 1 and SET the value of handCount to be 0

CHECK player1Win and player2Win values

IF player1Win === 2

Player 1 has won the best of three games

ELSE IF player2Win === 2

Player 2 has won the best of three games

ELSE

REPEAT the INCREMENT STEP\*

IF handCount === 3

CHECK player1Go and player2Go values

IF player1Go === “rock” && player2Go === “scissor”

INCREMENT player1WinCount by 1 and SET the value of handCount to be 0

ELSE IF player1Go === “scissor” && player2Go === “rock”

INCREMENT player2WinCount by 1 and SET the value of handCount to be 0

ELSE IF player1Go === “rock” && player2Go === “paper”

INCREMENT player2WinCount by 1 and SET the value of handCount to be 0

ELSE IF player1Go === “paper” && player2Go === “rock”

INCREMENT player1WinCount by 1 and SET the value of handCount to be 0

ELSE IF player1Go === “scissor” && player2Go === “paper”

INCREMENT player1WinCount by 1 and SET the value of handCount to be 0

ELSE IF player1Go === “paper” && player2Go === “scissor”

INCREMENT player2WinCount by 1 and SET the value of handCount to be 0

CHECK player1Win and player2Win values

IF player1Win === 2

Player 1 has won the best of three games

ELSE IF player2Win === 2

Player 2 has won the best of three games