|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **User Choice** | **Computer Random** | **Outcome** | **Results** | **Outcome to score** |
| Paper | Paper | PP | Draw | No change |
| Scissors | PS | Computer Wins | Computer +1 |
| Rock | PR | User Wins | User +1 |
| Scissors | Paper | SP | User Wins | User +1 |
| Scissors | SS | Draw | No change |
| Rock | SR | Computer Wins | Computer +1 |
| Rock | Paper | RP | Computer Wins | Computer +1 |
| Scissors | RS | User Wins | User +1 |
| Rock | RR | Draw | No change |

**Game Flow**

1. Define Variables, and give them a startup value
2. Ask Player for name
3. Give instructions
4. Ask Player whether they want to pick Paper, Scissors or Rock
5. Generate a random option (paper, scissors or rock), as the computer’s option
6. Check to see who wins
7. Add point to whoever won
8. Show player the results
9. Show player points
10. Play again

**Data Dictionary**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **What does it hold?** | **Initial Value** |
| userName | String | The name of the user | - |
| userScore | Integer | The user’s score | 0 |
| compScore | Integer | The computer’s score | 0 |
| userChoice | String | The object the user chooses | - |
| compChoice | String | The object the computer chooses | - |
|  |  |  |  |
|  |  |  |  |

A visual and functional setup, of a system which a user interacts with.