RPSLS Algorithm

1. Have a function that will determine what the rules of the game are, for computer to compare to their random selection later
2. Display all rules of the game to the user
3. Selects a random computer opponent if only one person is playing
4. Prompts the user to Enter an input or each turn
5. Create a while loop for each round in range of 3 for best 2/3 score
6. Boolean to verify user inputs are part of the list, if true move to computer player turn
7. Computer player imports random from gestures list, then compares result with user input to determine a winner.
8. Add a comparison between inputs and the computers choice to see who won the round