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. Create a for loop for each round in range of 3 for best 2/3
3. Boolean to verify user inputs are part of the list, if true move to computer player turn
4. Computer player imports random from gestures list, then compares result with user input to determine a winner.
5. Add a comparison between inputs and the computers choice to see who won the round