Bring up start screen

Enter player name (input)

Greet player with description and tell what goal is (win two consecutive battles, face boss, rescue princess)

Face first opponent (player input - press enter)

Random opponent #1 with description

-Enter player choice (R/P/S) (input)

-Random opponent choice (R/P/S)

-Win/Lose/Tie with description

-If win, trigger random opponent #2

-If lose, trigger new random opponent #1

-If tie, trigger new game with same opponent

Random opponent #2

-Enter player choice (R/P/S) (input)

-Random opponent choice (R/P/S)

-Win/Lose/Tie with description

-If win, trigger boss

-If lose, trigger new random opponent #1

-If tie, trigger new game with same opponent

Boss

-Enter player choice (R/P/S) (input)

-Random boss choice (R/P/S)

-Win/Lose/Tie with description

-If win, trigger win description

-If lose, trigger lose description & return to start screen

-If tie, trigger new game with boss

Return to Start Screen

Program Exit (input)