RPS Python

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A virtual version of Rock Paper Scissors

**Steps -**

1. Player 1 (AI - playing against the computer ) chooses weapon (1 of 3 options) (AI - playing against the computer)
2. Player 2 chooses a weapon - select one of the 3 options
3. Compare the 2 choices - filter through all of the options until you find a winner and a loser
4. Remove a life from the loser
5. Display message of life count per cycle
6. End game when a player loses all lives
7. Give an option to quit at any time
8. Repeat until someone wins!

**Considerations -**

* Create functions where appropriate to control programming flow
* Try to DRY out the code as much as possible (Dont repeat yourself)
* Create a good UI/UX design