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STONE, PAPER, SCISSOR (PSEUDOCODE)(LOGIC-3)

1) Start the game.
2) Initialize the game with defining the objects for computer.
   - 1 = Rock
   - 2 = Paper
   - 3 = Scissor
3) Display to user "Rock, Paper, Scissors" with below defined hand signals for 3 seconds.
   - Rock: Represented by a hand making a "fist" shape.
   - Paper: Represented by a straight open flat hand.
   - Scissors: Represented by spreading the index and 2nd finger apart (mocking scissors).
4) Choice given to player for selection of any one hand signal from 3 signal.
5) Generate random selection for computer from 1 to 3.
6) Display the countdown animation for 5 seconds.
7) Start matching the selection of both the players (User and Computer).
   - IF User selection is 'Rock' and computer selection is also 'Rock'.
     - Then match declared 'Tie' and restart the game.
   - IF User selection is 'Rock' and computer selection is 'Paper'.
     - Then match win by computer and display 'Computer is winner'.
   - IF User selection is 'Rock' and computer selection is 'Scissor'.
     - Then match win by user and display 'User is winner'.

   - IF User selection is 'Paper' and computer selection is also 'Paper'.
     - Then match declared 'Tie' and restart the game.
   - IF User selection is 'Paper' and computer selection is 'Scissor'.
     - Then match win by computer and display 'Computer is winner'.
   - IF User selection is 'Paper' and computer selection is 'Rock'.
     - Then match win by user and display 'User is winner'.

   - IF User selection is 'Scissor' and computer selection is also 'Scissor'.
     - Then match declared 'Tie' and restart the game.
   - IF User selection is 'Scissor' and computer selection is 'Rock'.
     - Then match win by computer and display 'Computer is winner'.
   - IF User selection is 'Scissor' and computer selection is 'Paper'.
     - Then match win by user and display 'User is winner'.
8) END