Input:

* “rock” or “paper” or “scissors”
* (a random number is calculated)

Output:

* What the computer picked
* “rock smashes scissors,” etc.
* Win or lose or tie/play again

Steps:

1. Greet and give instructions (in main)
2. Get input
3. Check validity of input (is it rock or paper or scissors?)
4. Computer has to generate a pseudorandom number 🡨 function??!
5. Convert number to rock, paper, or scissors 🡨function above
6. Compare user choice to computer choice to generate winner(?) 🡨 function??!
   1. Computer – paper, user – scissors: user wins
   2. Computer—paper, user – paper: tie

**Figure out who wins via a function:**

Name:

Inputs: computer’s choice, user’s choice

Output: true if there’s a tie, false if there’s a winner – print who wins, also

Steps:

**Computer choice function:**

Name:

Inputs: (none)

Output: “rock” or “paper” or “scissors”

Steps:

1. generate number
2. If/elif/else to get string
3. Return string

Check user input for validity via a function:

Pass in a string

Check if rock paper or scissors

Keep prompting the user for a new string, if they mess up

Return valid string