***I have decided to do the paper scissor game,***

**Data Structures:**

* Player choices: Strings (either "paper," "scissors," or "rock")
* Game state: Boolean (whether the game is ongoing or finished)
* Player scores: Dictionary (to keep track of each player's wins, losses, and ties)

**Algorithm:**

1. Initialize player scores to 0 for each player.
2. Start a loop for each round of the game: a. Prompt Player 1 to make a choice (paper, scissors, or rock). b. Prompt Player 2 to make a choice. c. Compare the choices:
   * If both players choose the same, it's a tie.
   * If one player chooses "paper" and the other "rock," "paper" wins, and so on. d. Update scores based on the game result. e. Display the choices made by each player and the result. f. Ask if the players want to play another round.
3. End the game and display the final scores.
4. Optionally, display a high score or leaderboard.

**Additional Functionality Ideas:**

1. **High Score/Leaderboard:** Keeping track of wins, losses, and ties for each player.
2. **Maximum Losses:** Setting a maximum number of losses before the game ends.
3. **Two-Player Mode:** Allow two players at the same computer to play against each other by taking turns at the keyboard.