Project 1

Star Trek Rock-Paper-Scissors

### Objective

Create a Python program that simulates a Star Trek-themed Rock-Paper-Scissors game. This comes from the show The Big Bang Theory, where Sheldon and Raj played each other. Here is a link for more information about the game: [The Big Bang Theory Wiki](https://bigbangtheory.fandom.com/wiki/Rock,_Paper,_Scissors,_Lizard,_Spock).

### Rules

Expanding on Rock-Paper-Scissors with the addition of Lizard and Spock. The player (user) would pick a choice and will challenge the computer with a random choice from the list. As always, the winner is the one who defeats the other. In a tie, no one is the winner, and repeat until a winner is decided.

Every game will be the best out of 3; thus, a victor would win 2 times.

Here are the possibilities of winners:

* Scissors cuts Paper
* Paper covers Rock
* Rock crushes Lizard
* Lizard poisons Spock
* Spock smashes Scissors
* Scissors decapitate Lizard
* Lizard eats Paper
* Paper disproves Spock
* Spock vaporizes Rock
* Rock crushes Scissors

### Requirements

* Create a function for the user to select a choice from the list.
  + There are only 5 valid choices
  + Must handle if user enters in a bad choice
  + I suggest converting the string to lowercase for comparisons from the list
* Create a function for the computer to randomly select a choice from the list.
* Create a function to determine the winner.
  + Use the rule set; I suggest a dictionary to greatly simplify the if-elif-else logic
  + If there's a tie, repeat until a winner is found
  + Display outcome of results
* Use an infinite while loop for the best-of-3 game logic.
  + Play a round to determine a winner
  + Keep the winning count to determine the true victor
  + Display outcome of victor