Rock Paper Scissors Against the Computer

* function computerPlay that randomly returns rock, paper or scissors.
* function playRound(playerSelection, computerSelection) and return winner of round.
  + playerSelection value should be case-insensitive (e.g. use all caps).
* Function game that will play a 5 round game and keep score and reports winner/loser at the end.
  + Use prompt to get user input

steps:

A single round follows this structure:

* For the computer’s turn, randomly generate choice of rock, paper, or scissors. Return the value.
* Prompt user for their choice and store value in userSelection.
  + Only accept choices of rock, paper or scissor. Other choices are not acceptable. Keep prompting user for choice until the correct value is provided.
* Compare both choices using the following logic:
  + ROCK BEATS SCISSORS
  + SCISSORS BEATS PAPER
  + PAPER BEATS ROCK
  + TIE IF SAME CHOICE
* Keep track of round winner (i.e. computer or user). Print the name and their choice.
* Use separate counters for each player to keep track of round winner.

Play a 5 round game.

* Print name of overall winner.
* At the end, ask user if they wish to play again.