Rock, Paper, Scissors Plan

// Prompt play game

// If play game is true – proceed to game

// If play game is false – quit

// Go into game function

// Countdown: 1, 2, 3

// Initiate array of “rock, “paper”, “scissors”

// Generate computer output

// Ask for user input as string

// If user input === computer output: draw

// Else if user input !== computer input

// If UI rock and computer paper: prompt lose

// If UI rock and computer scissors: prompt win

// If UI scissors and computer rock: prompt lose

// If UI scissors and computer paper: prompt win

// If UI paper and Computer scissors: prompt lose

// If UI paper and Computer rock: prompt win

// Alert game over

// Prompt: Play again?

// If true go into game function

// If false: quit

* Phase 2

// Play again function

//