var hands = [

'rock', 'paper', 'scissors'] ;

function getHand() {

var weapon = parseInt(Math.random()\*10)%3;

var hand;

hand = hands [weapon];

return hand;

}

var playerWins=0

var player1 = {firstName:"Alpha", getHand: getHand, hand: null, wins:playerWins};

var player2 = {firstName:"Beta", getHand: getHand, hand: null, wins:playerWins};

var player3 = {firtsName:"Charlie", getHand: getHand, hand: null, wins:playerWins};

var player4 = {firstName:"Delta", getHand: getHand, hand: null, wins:playerWins};

function playRound (player1, player2)

{

player1.hand = player1.getHand ();

player2.hand = player2.getHand ();

if (player1.hand === player2.hand){

console.log (player1.firstName + "picked" + player1.hand);

console.log (player2.firstName + "picked" + player2.hand);

console.log ("it's a tie")

} else if (player1.hand === "rock" && player2.hand === "scissors"

|| player1.hand === "paper" && player2.hand === "rock"

|| player1.hand === "scissors" && player2.hand === "paper"){

} else {

console.log('This hand is a draw')

}

}

playRound(player1, player2)