Код:

class Tournament {

  constructor(){

    this.name=prompt("Введите имя")

    this.chikenFly=Number(prompt("Введите кол-во съеденных крылешек"))

    this.hamburger=Number(prompt("Введите кол-во съеденных гамбургеров"))

    this.hotdog=Number(prompt("Введите кол-во съеденных хот-догов"))

    let a = 5

    let b = 3

    let c =2

    a \*= this.chikenFly

    b \*= this.hamburger

    c \*= this.hotdog

    this.score = a+b+c

  }

}

let player1 = new Tournament

let player2 = new Tournament

let player3 = new Tournament

let a, b, c

if(player1.score > player2.score && player3.score){

  a = player1

if(player2.score > player3.score){

  b = player2

  c = player3

}else{

  b = player3

  c = player2

}

}

if(player2.score > player3.score && player2.score > player1.score){

  a = player2

if(player1.score > player3.score){

  b = player1

  c = player3

}else{

  b = player3

  c = player1

}

}

if(player3.score > player2.score && player3.score > player1.score){

  a = player3

if(player2.score > player1.score){

  b = player2

  c = player1

}else{

  b = player1

  c = player2

}

}

alert(`Первое место: ${a.name} Результат: ${a.score}\nВторое место: ${b.name} Результат: ${b.score}\nТретье место: ${c.name} Результат: ${c.score}`)

Результат: 