* The program imports some functions from the source files:
  + Input console takes the user’s input and adds it to a log file
  + Output console takes the console output and adds it to a log file
  + Config from file changes the working directory to find the config file and import it.
  + Input random takes the computer’s choice of weapon and adds it to a log file
* The program utilises the above to:
  + Get the user’s input and store to a variable
  + Get the output of the console in response to the user’s choice
  + Get the computer’s choice and store to a variable
* Initialise config and property variables as none
* Functions are declared:
  + Init: initialises the config and property files, using the config from file function from earlier.
  + Set user input: sets the user input to a class variable?
  + Set computer input: as above with the computer input.
  + Set user output: as above with the user output.
  + Set