Tool class:

-Data: strength, type

-Behavior: getStrength, setStrength, getType, fight

Rock:

-Overrides: fight

Paper:

-Overrides: fight

Scissors:

-Overrides: fight

RPSGame:

-Data: Tool\*, Tool\*, human wins, computer wins, ties

-Behavior: setTool, play, getStats, setStrengths

TODO:

1. Input Validation
2. Smart AI for Computer
3. Write Up
4. Comments
5. Test Plan/Testing