We have now learned arrays in class! Here is the basic walkthrough (pseudocode) for my project:

* Import java libraries
* Create the first method which will hold the actual game
* Set all data values (wins, losses, etc.) equal to 0
* Create a new object of type random
* Ask the user for their username
* Ask the user whether they want rock, paper, or scissors
* Have the computer select whether it will go with rock, paper, or scissors using random
* Display the user’s result
* If the user’s choice was the same as the computer, say that they tied
* If it was different, tell the user whether they won or lost
* Ask the user if they would like to play again
* If yes, rerun the game program
* Create another method to display the user’s results
* Display their statistics on the screen
* Create a third method which will respond if the user’s entered value is not rock paper or scissors
* Create a fourth method which will take the user’s statistics and print them to a file
* It will store their wins, losses, games played, and ties in arrays
* This array will be printed into the file
* I’m now realizing I forgot to include another class, so I will use another class to store the values of the wins and losses and such