RPSLS

1. Display the rules of the game.
2. Ask how many human players will be playing.
3. Display Options
4. Have player choose option.
5. Show what option AI (other player) picked.
6. Display winner for Round 1.
7. Start next round.
8. Display Options
9. Have player choose an option.
10. Show what option AI (other player) chose.
11. Display winner for Round 2.
    1. If winner is the same for Round 2 as Round 1, declare a winner for best 2 out of 3
       1. Ask if player would like to play again.
          1. If player chooses yes, start back at step 1
          2. If player chooses no, end game
             1. Display: “Thank you for playing”
    2. If winner is not the same for Round 2 as Round 1, continue with Round 3.
12. Start Round 3
13. Display Options
14. Have player choose an option
15. Show what option AI (other player) chose
16. Display winner for round
17. Display over winner for best 2 out 3
18. Ask if player would like to play again.
    1. If player chooses yes, start back at step 1
    2. If player chooses no, end game
       1. Display: “Thank you for playing”