<<enumeration>>
{ROCK, PAPER, SCISSORS}

ComputerPlayer
Attribute -RPS compChoice
Method + getCompChoice(): RPS + setRandomChoice(): RPS

UserPlayer
Attribute -RPS userChoice
Method + getUserChoice(): RPS + setUserChoice(): RPS

Tournament
Attribute - int noOfGames - int compScore - int userScore - ComputerPlayer computerPlayer - UserPlayer userPlayer
Method <<CONSTRUCTOR>> () + runTournament(): void + play(cp: ComputerPlayer, up: UserPlayer)