Loop the following
**Print directions
- Select weapons
- Process quit
- Determine the winner

**selectWeapons
- Select user weapon
- Select computer weapon

**processQuit
**print wins, loses, ties, rounds
**quit()

**determineWinner
**if the computer wins, increment the loss counter, print computer won
**else if the human wins, increment the win counter, print human won
**else (tie), increment the tie counter, print tie

**selectUserWeapon
** Input for a weapon (cCbBnNqQ)
** Validate that weapon is valid (if not, loop and ask again)

**selectCompWeapon
** random function (generates number between 1-3, c=1, n=2, b=3)