0. **Print directions**

1. Get weapons

2. **If the weapon is quit, print thanks for playing, then print number of games, ties, wins, loses. Then quit.**

3. Process who won

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**get_weapons**

**1.** Computer gets weapon using
   `random.choice(r,p,s)`

2. Get user weapon

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**process_winner**

1. if tie, print tie, tie += 1
2. **elif** human wins (`p>r, s>p, r>s`), print human won, wins += 1
3. else computer wins, print computer won, loses += 1

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**get_user_weapon**

1. **Ask user for a weapon**
   `(r,R,p,P,s,S,q,Q)`

2. **If the weapon is not a valid choice, ask again**