Instructions:

1. Create a rock, paper, scissors game in which the user enters ‘r’ for rock, ‘p’ for paper or ‘s’ for scissors. The computer should randomly generate a value for rock, paper, or scissors. Your program should then calculate and display the winner based on the following rules:
   - Rock breaks scissors and wins
   - Scissors cuts paper and wins
   - Paper covers rock and wins

2. You can create a random value between 1 and 3 (inclusive) with the following code:
   - Random randomNnumberGenerator = new Random();
   - int randomNumber = randomNnumberGenerator.Next(1, 4);

3. Insert a comment at the top of the code which contains the name of the lab, the date the lab was written and the person who wrote the lab
   - Labs will not be graded unless this is present

4. Compress and archive the solution folder and submit it to the class web site
Example Output:

```
Your choices are: r = Rock, p = Paper, s = Scissors
Player enter in your choice! r
The computer chose Scissors
You win - rock breaks scissors
```

```
Your choices are: r = Rock, p = Paper, s = Scissors
Player enter in your choice! p
The computer chose Scissors
You lose - scissors cuts paper
```

```
Your choices are: r = Rock, p = Paper, s = Scissors
Player enter in your choice! s
The computer chose Scissors
Tie
```

Grading:

6 – General, comments, formatting, functionality, etc
2 – Variables
2 – Input and Output
14 – Logic