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Question 2 (1 point):

Value Iteration Agent against each of the provided agents 50 times

Against Defensive Agent: Wins:

42 Losses: 0 Draws: 8 **Against**

Aggressive Agent: Wins: 50

Losses: 0 Draws: 0 **Against**

Random Agent:

Wins: 50 Losses: 0 Draws: 0

I developed 2 methods to compute and apply optimal policies for a Markov Decision Process (MDP). The iterate() method applies value iteration over a predefined number of steps to calculate the optimal value function for all game states by maximizing expected rewards and the extractPolicy() method then derives an optimal policy based on the computed value function mapping each state to its best possible action.

Screenshots and live testing you can see in video.