Title – Liam – Make it fancy and professional

Abstract – Josh – give us a good summary of everything to come

1. INTRO

* A brief intro into the game of pig
* What do we aim to achieve in this project and what is going to be presented to the reader in this report
  + Brief them on out choices
* PIG (the Neller story)
  + What has already been done in this area regarding solutions and strategies?
* PIGLET (the runt of the games)??

1. METHODOLOGY

* How we set out on this dice oriented project
  + Meeting as a group – the great pig lunch
  + Meetings – what we did and what foundations did we lay?
  + The Barry touch – utilising our supervisor.
* PIGLET
  + The starting point – hours of hand written matrices
  + The coding of this so simple game
  + Comparisons to our written notes – it was cracked
* Transference to PIG
  + Generalising the code from piglet
  + The errors of the 0 strategies
  + Fixing the bugs in order to get a working machine
* Humans the feeling computers
  + What did we want to know about people playing the game?
  + What do they actually do?
* Statistics
  + Do you get similar results playing 1000 times as you do from the theoretical probabilities?
  + What is a fair test?
  + At what point can you determine that a strategy is better than another?
* Optimals
  + What is an optimal strategy?
  + How do you get to an optimal?
  + Is there a unique one/pair/3way?
  + Are these optimal local or global maxima?

1. FINDINGS

* Did we “solve” PIG?
  + Have we got code that will give you the probability of you winning versus another strategy?
  + Do we fully understand pig?
* Humans
  + How did the people perform?
  + Can we see a trend?
  + Are humans inherently greedy?
  + Do we see a universal rule of thumb as to how to play??
  + Can we code a human and play them against a computer?
* Statistics
  + Have we determined what it means to be a better strategy?
  + Have we began to determine whether playing 1000 games is representative of a theoretical result?
  + Do we have a new number of games that you can play to be within a tolerance of being a fair representation?
* Optimal
  + Have we decided on what kind of optimal occurs?
  + Does It depend on where in the strategy space you start, as in if you start form @HOLD20 do you reach a different maxima than @HOLD21?
  + Is NELLERS’ Optimal actually the global maxima or is it just a very close local maxima to which you have to leave a nash equilibria in order to get to?

1. CONCLUSION

* What did we achieve
  + Have we solved the pig equations?
  + Have we figured out how people play the game?
  + Have we determined that experiments can accurately represent theroies?
  + Have we determined where the optimal’s lie?
  + Have we confirmed what neller has already thought or have we found a counter argument?

1. EVALUATION

* Do we want to go over what we have done and give a little self evaluative overview?
* Talking about working in a team?
* Give our thanks to those that helped?
* Does this actually need to be in the presentation instead? (Aswell?)

1. BIBLIOGRAPHY

* Liam to compile everyone’s many citations