My NGram predictor AI gets a ~50-60% winrate when I play random moves, and that winrate goes up the more times I’ve played the same move in a row, as expected. When I start trying to think of my moves and predict in the way that I would against a human player the AI continues to win, usually at a higher rate, because the AI uses a database of history to predict my moves while I am shortsighted and try to use the last move the AI made to predict the next, which thus makes me more predictable to the AI. By trying to plan some moves and then choosing a string of entirely random moves I can eek out a string of wins against the AI, but it will quickly catch up and start predicting my moves again. Overall, the AI achieves a consistent ~50% winrate against me. When I was developing the AI it initially beat me every single time which confused me greatly, until I realized that I was registering my sequence of moves before the AI predicted a move to make, which was basically like me telling the AI what move I was making before the AI had to choose. After changing the order of method calls it worked perfectly as expected. It wasn’t as hard as I initially thought it would be and it was surprisingly enjoyable to play rock paper scissors with my AI.

