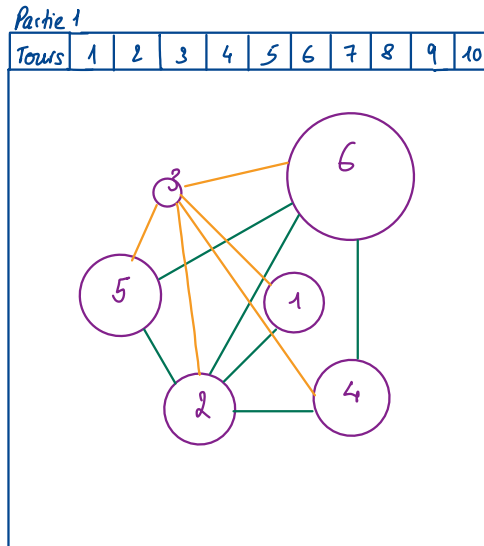


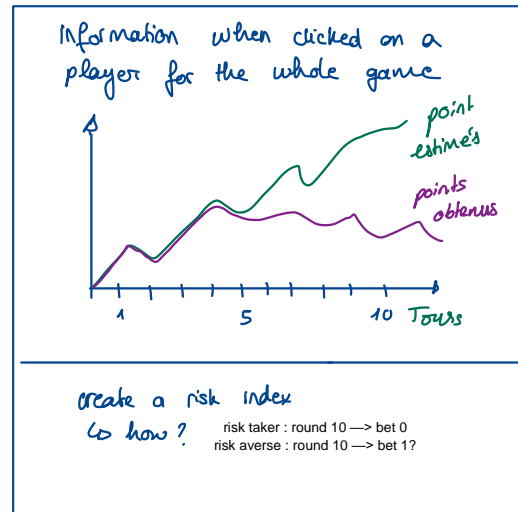
Skull King Game Analysis

Initiale Idea

Skull king game



— mutually winning
— mutually losing



Enhancements

Given the time constraints, this project will focus on one game and provide a basic representation of statistical analysis. However, a larger dataset would offer better insights of effective and ineffective strategies. Additionally, creating a risk index could evaluate different strategies.

The welcome audio functionality could also be improved by having the sound played when the page is opened by a user. Another improvement would be to have the option to pause the audio as per will.

Adding features like a "YoHoHo" sound effect when a round is clicked could also improve the user experience.