# Skull King Game Analysis

## Initiale Idea

*Skull king game*

Partie 1

| Tours | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|-------|---|---|---|---|---|---|---|---|---|----|
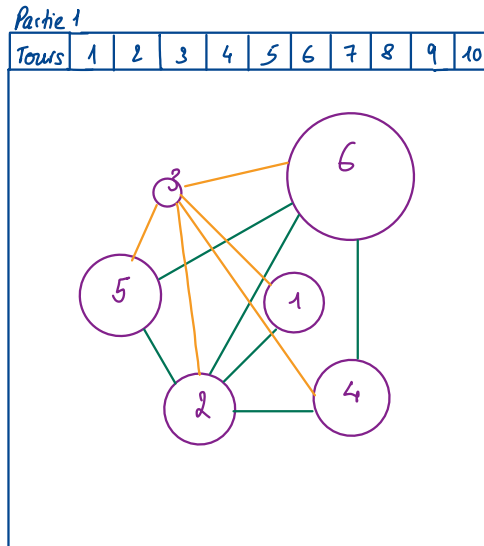


— mutually winning
— mutually loosing

Information when clicked on a player for the whole game

point estimés

points obtenus

1       5       10  Tours

create a risk index
↳ how ?

risk taker : round 10 —> bet 0
risk averse : round 10 —> bet 1?
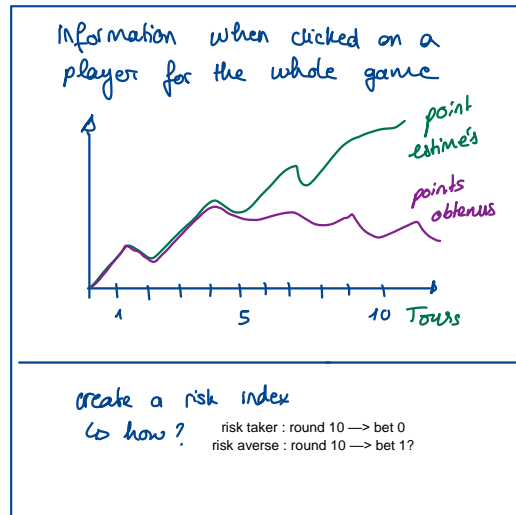
## To go further

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.