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**COEN 244**

**FINAL PROJECT – iRPS**

**To. DR. KHARMA**

**DUE 14-04-17, ACCEPTED TILL 17-04-17**

**“I certify that this submission is my original work and meets the Faculty’s Expectations or Originality”.**

Problem Definition:

An iterative learning RPS program is required. The program will be able to play against other players and against a typical human and should be able to at least win against the human and try to adapt to the other programs.

The program will have a manager that chooses which player is going to be picked.

A manager has 3 players in it: A player that plays random only, a player that counters the human way of playing only, and a player that takes in data from previous games and checks the probability of the opponent to play a certain move, and counters it.

This program has been set so that the manager also checks the past 5 rounds to see which player has won most games, that way the manager picks that player to choose the next move.