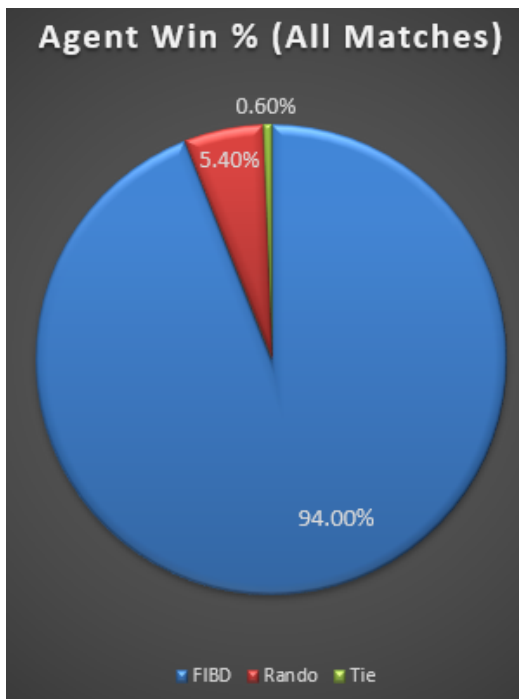# Outcomes

💡 FIBD played Rando 150 times on 15 seperate maps over the course of 4 hours. The results of these matches are as follows.

Out of 150 matches played FIBD won 141 (94.0% win rate) against an opponent who randomly chose their move. Whilst the results provied an insightful baseline for agent performance, they weren't unexpected as even a trivial level of strategic reasoning should beat a random moveset.

More interestingly, the bot struggled on smalled maps with fewer resources, this is most noticible in *FIBD Win %* on map0. This occured as FIBD's strategy wasn't suitable for the map being played as fewer planets allows more opportunities for a tactically random agent to make best moves. Additionally, a tie only occured once throughout the 150 matches and was the result of match time ticking to zero.