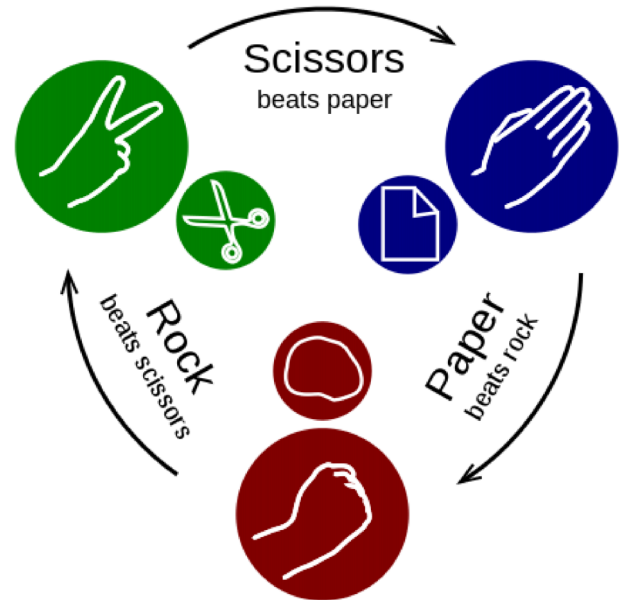


ROCK PAPER SCISSORS BOT

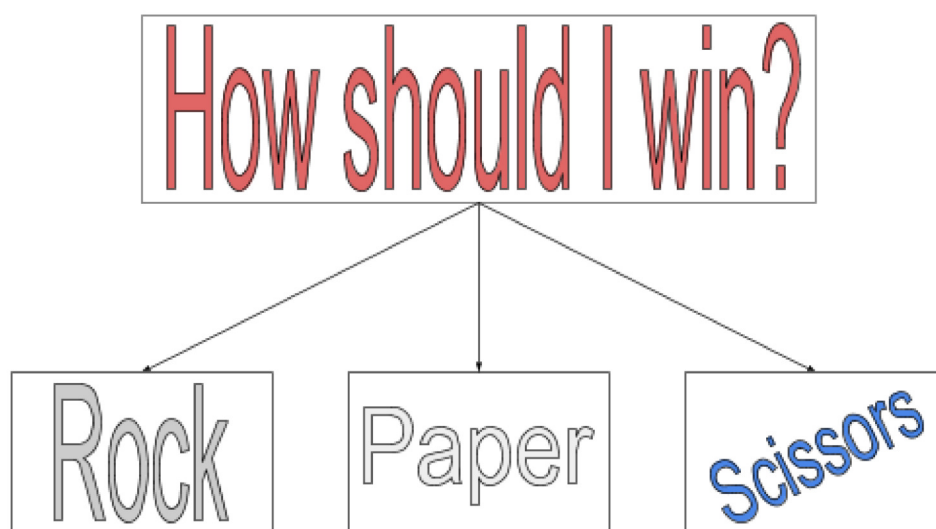
I will be making an AI to play Rock Paper Scissors (RPS). Which is a well known game, that can also be referred to as Roshambo. The game involves two or sometimes more players who seek to choose between rock, paper or scissors in order to beat their opponent.

There is an element of skill to playing RPS as being able to read and then exploit your opponents, it can be argued that the best strategy is to be unpredictable rather than try to figure out the strategy of your opponent.

This will be implemented into a Rock paper Scissors the game which I will develop to showcase the AI playing the game. It will allow the player to attempt to beat the AI and will count the number of victories between both players.



Hand Breaker AI



Having an AI to play against offers a form infuriating unpredictability that should really help to improve the overall player experience. The AI will attempt to learn your pattern over continued plays and will declare what it thinks you will play once it has collected enough data.

It will need to Pseudo randomly choose between Rock Paper and Scissors in an attempt to beat the player.

Sources:

<https://upload.wikimedia.org/wikipedia/commons/thumb/6/67/Rock-paper-scissors.svg/460px-Rock-paper-scissors.svg.png>