Course name:Project work 1

Course code:CSE 150

Title:Rock Papper Scissor Game

Description

The Rock Paper and Scissor game illustrates the basic principles of an adaptive artificial intelligence technology.The system learns to identify pattern of a person's behaviour by analysing their decision strategies in order to predict future behaviour.

Rules:

The rules of the game are that

- Scissors beats paper(it cuts)
- Paper beats rock(it wraps)
- Rock beats scissors(it breaks)

Implementation:

Key programming concepts are used in this game(loops,conditions,random number generate,use of functions in c++ language)

Goals:

Just for entertainment purpose.Personal reflections or challenges faced during development.

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