Haskell Assignment 3

Benediktas Kazanavicius

All of the matches were called using seed 1 and 100 games.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Player names | smartPlayer | simplePlayer | safePlayer | hsdPlayer |
| smartPlayer | - | 52% | 80% | 60% |
| simplePlayer | 48% | - | 78% | 56% |
| safePlayer | 20% | 22% | - | 22% |
| hsdPlayer | 40% | 44% | 78% | - |

Win percentage is represented as how many row player won against column player.

From the table you can clearly see that smartPlayer was the smartest and won against every other player more than 50%, thus convincing that the more knowledge you give for a player more games he will win.

This line graph represents how many games are won when tactics are added for a player. Games were played against hsdPlayer.