

Opponent Model Evaluation

Test Case	Test Class (to run)	Values	Result
Default Opponent Model (Player 1) vs 'Tight' Opponent Model (Player 2)	TestDefaultVsTightOpponentModel	Default Opponent Model Tight Opponent Model	Player 2 won : 0.114848 big blind per hand +- 0.14597.
Default Opponent Model (Player 1) vs 'Loose' Opponent Model (Player 2)	TestDefaultVsLooseOpponentModel	Default Opponent Model Loose Opponent Model	Player 1 won : 0.85546 big blinds per hand +- 0.2127229.
Default Opponent Model (Player 1) vs 'Unusual' Opponent Model (Player 2)	TestDefaultVsUnusualOpponentModel	Default Opponent Model Unusual Opponent Model	Player 1 won : 0.1326 big blinds per hand +- 0.1019436
Default Opponent Model (Player 1) vs 'Cluster 1' Opponent Model	TestDefaultVsCluster1Model	Default Opponent Model Cluster 1 Opponent Model	Player 1 won : 0.3749 +- 0.16 big blinds per hand
Default Opponent Model (Player 1) vs 'Cluster 2' Opponent Model (Player 2)	TestDefaultVsCluster2Model	Default Opponent Model Cluster 2 Opponent Model	Player 1 won : 0.087 big blinds per hand +- 0.1548
Default Opponent Model (Player 1) vs 'Cluster 3' Opponent Model (Player 2)	TestDefaultVsCluster3Model	Default Opponent Model Cluster 3 Opponent Model	Player 1 won : 0.6269 +- 0.1059 big blinds per hand

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