Noah Fay

Project 2

I plan on making a code that plays 20 questions with a user and will keep getting smarter as it goes on. It will understand user answer and gain AI and will be better and better as game goes on. However, unlike a human that chooses their questions with care, these applications “learn” from all the games it has played in order to ask questions. At the end of each game, if the application makes an incorrect guess, it asks the user for a discriminating question that distinguishes between the application’s guess and the user’s intended object. The application then stores this and uses this question in future iterations of the game. I plan on making this game just keep running until the user plans on stopping the game. Even if the game wins it will prompt the user to say yes or no to keep going.

