**Liar's Dice – Python Game with AI Opponent**

This project is a Python implementation of **Liar's Dice**, a classic bluffing game. The game allows a player to compete against an AI opponent in a battle of probability, strategy, and deception.

**Features:**

✅ **Turn-based gameplay** – Players take turns making bids or calling "Liar."  
✅ **AI opponent with smart decision-making** – The AI analyzes probabilities, adapts its strategy, and occasionally bluffs.  
✅ **Dynamic rounds** – Each round involves rolling dice, placing bids, and challenging opponents.  
✅ **Balanced difficulty** – The AI makes strategic moves, making the game challenging but fair.

The goal is to **outsmart the AI** by making accurate bids or catching its bluffs before running out of dice.