

Homework 2

Homework is submitted by an email to j.hansen@uni-koeln.de on May 8th at 23:59 the latest and either (i) attaching a zipped folder containing the apps to the email or (ii) sharing a URL pointing to the apps (e.g. a github repository). Remember to add your examination/matriculation number and full name to the email.

Assignment 1 **my_trust_game** [3 points]

Attempt to replicate the “Trust Game (Discrete)” app which can be found on the link below. You should access and play a demo of the game to see what it looks like.

- <https://aqueous-caverns-56663.herokuapp.com/demo/>

Note that you should incorporate the following modifications:

- In the current version Participant A sends Participant B up to euro 10.00 (in euro 1.00 increments). Before the money arrives it is tripled. At that point, Participant B sees the amount and decides how much to send back to Participant A. Instead of this, modify the app such that Participant B decides how much to send back to Participant A by use of the strategy method. That is, without having seen how much he/she receives, Participant B states how much he/she would send back for any possible amount she could receive.
- Implement a “random” treatment called “intentions”. Here “random” means that half of the groups in the session should be assigned to the treatment and the other half should be playing the original game. If a group is assigned to the treatment then the computer randomly decides how much Participant A sends to Participant B. That is, Participant A does not have any decision to make.

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Assignment 2 **my_gift_exchange_game** [3 points]

Attempt to replicate the “Gift Exchange (Strategy Method)” app which can be found on the link below. You should access and play a demo of the game to see what it looks like.

- <https://aqueous-caverns-56663.herokuapp.com/demo/>

Note the following important features of the game:

- It is a two-player, three rounds game with fixed group matching.
- The agent chooses how much effort to return by use of the strategy method.

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Assignment 3 `my_rpsls` [2 points]

Attempt to replicate the “Rock Paper Scissors Lizard Spock” game which can be found on the link below. You should access and play a demo of the game to see what it looks like.

- <https://nameless-badlands-16866.herokuapp.com/demo/>

Note the following important features of the game:

- It is a two-player game played for three rounds with fixed group matching.
- The game has an introduction page featuring the rules of the game. The introduction page is, however, only displayed in the first round. Furthermore, the rules are also displayed on the pages where players make their decision.
- The image included in the rules of the game is available on the tutorial web page. As it is not easy to include images, there will be no points subtracted if you do not include it.
- A round win results in 1 point, and a round loss results in -1 point. A draw results in 0 points for both players. The winner of the game is the player who collects the most points in the three rounds.
- Notice the additional features on the Results page in the last round.

Finally, you have the options of programming a simpler “Rock Paper Scissors” game played for three rounds instead, but then you can maximally be awarded 1 point.

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