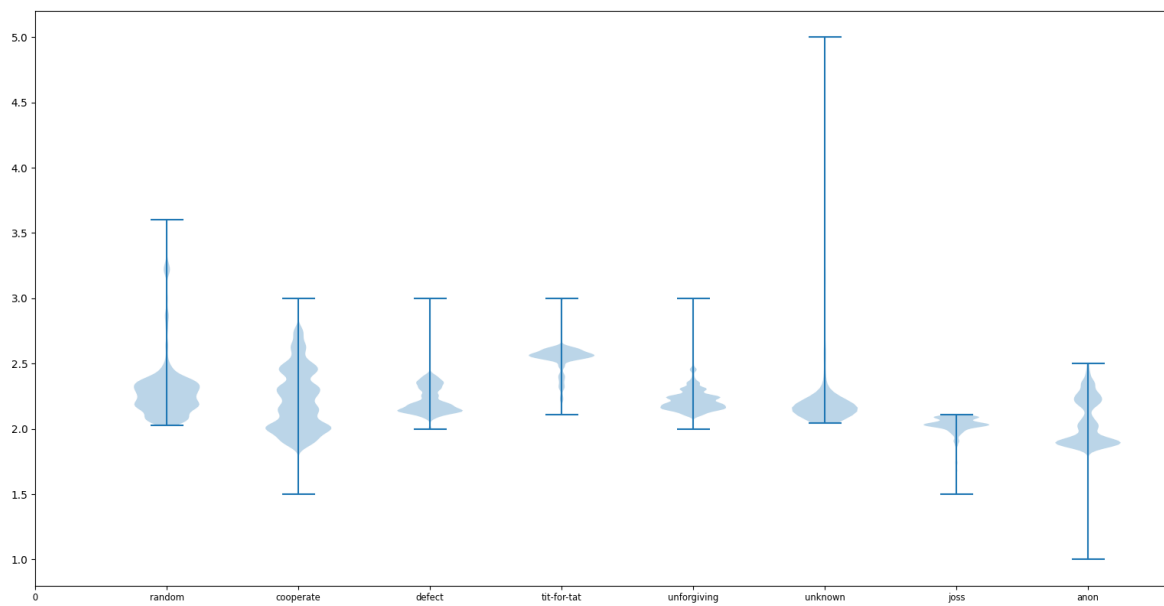First Task. Recreate a modified Axelrod tournament due to your variant. You need to implement the strategies needed and then create a tournament with a variable number of players. Launch for 10000 ticks and fix payoffs of each type, then build a boxplot with payoff distribution for each type.
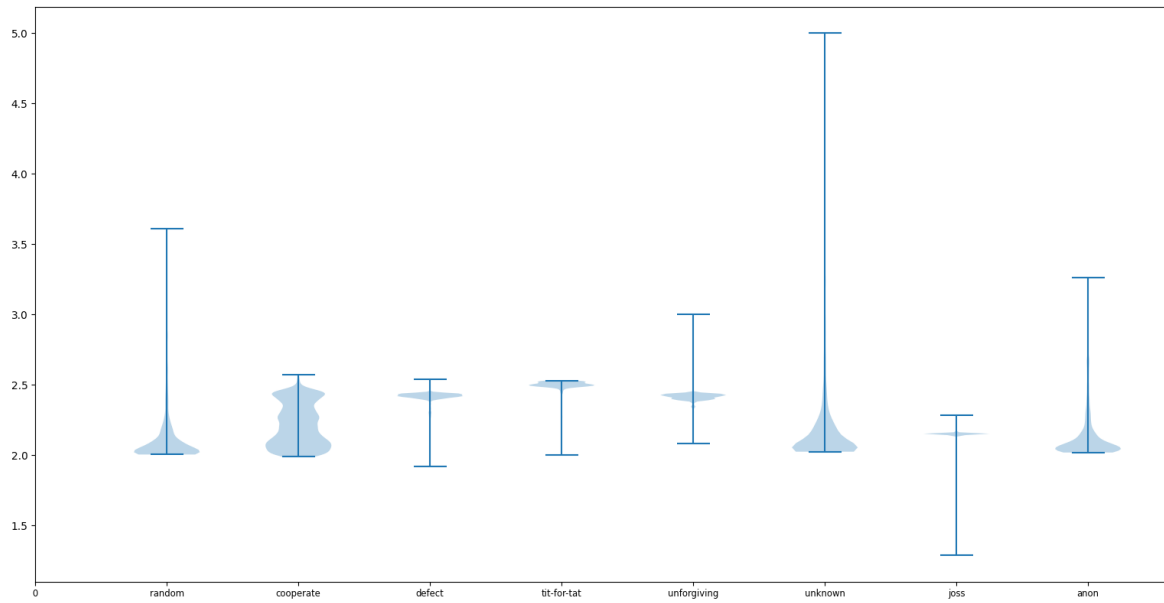
I created 2 other models. Show basic plot

Results: I ran behaviour space for different number of players of each strategy:

1 player for each strategy:

10 players for each strategy:

100 players for each strategy: