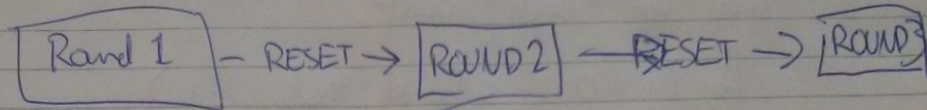Proc 3 Design

All simple computer AI (Audience, Toolbox, Bureaucrat)
have simple perform moves (always return
Rock / Scissors / Paper respectively) from PerformMove()

More advanced AI will need a function (get set(tr)
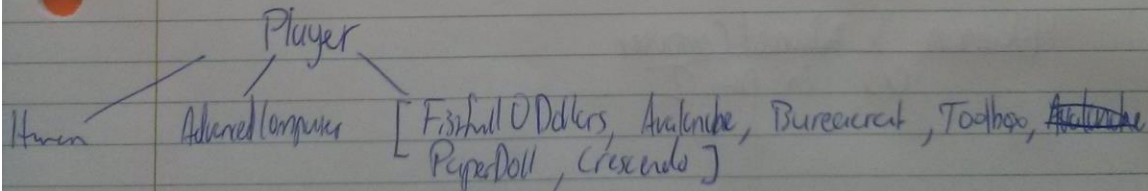and a private counter memory variable to be
reset between tournament rounds

| Round 1 | - RESET → | ROUND 2 | — RESET → | ROUND 3 |

All of these functions will need to be in Player

Player
All   { [virtual string performMove() - pure virtual function
Pure {   which ~~takes in only~~ will be overwritten in
Virtual{   sub classes
       [virtual void addAns   - needed for advanced computer.cpp
       [virtual void setCtr - needed for cres, fist and Doll
       [getName() returns string

Inheritance

                Player
            / | \
Human   Advanced Computer [Fistful O'Dollars, Avalanche, Bureaucrat, Toolbox, ~~Avalanche~~
                             PaperDoll, Crescendo]

Tournament
void addPlayers (Player *) - adds a player to
              the tournament

void compete - runs the tournament

Outline of the tournament, 3 rounds
each halving in size

Players notated by 0 ... 8

0 vs 1   2 vs 3   4 vs 5   6 vs 7

each player must play 5 times, nested for
loop for each round

```
for (i = 0 ; i < Round.size[i]; i++)
  { for(j=0 ; j<5 ; j++) {
    fight ( Round (k), Round (i+1)) }
    k+=2
  }
}
```

K iterated by 2 because we need 0 vs 1
and 2 vs 3 not 0 vs 1 1 vs 2 etc.

Referee
    as in proc 2, very few changes to be
    made

Human & Advanced Computer
    as in proc 2