



TERM-PROJECT 1 (FALL 2019-2020)

COMP 450 ARTIFICIAL INTELLIGENCE



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Player1: This is asking for the user to choose his/her decision.

Player2: This is the dumb computer. When user writes his/her decision, it is throwing randomly Rock, Paper or Scissors without any rule or any thinking.

Player3: This is rule based computer. It means, it's decisions should be obey to a rule. Our rule is: Do the moves based on the user. First choose randomly, and then do the user's move. If user did rock, other game computer's move will be rock.

Player4: This is a little intelligent one. First there is an array we created with size 7. But we are checking the 6 elements. When player has 6 or more moves, computer starts the checking the results for what user did with his/her last 6 move. And based on the user's most played move(=rock paper or scissors) it is counter-attacking. If user's last 6 most move is paper for example, computer is changing it's move to scissors which is cutting paper.

Player5: This is creating a statistical datas for the user's inputs. It generates a probability. This is going to be a float. And we multiplied that with 1000 for to remove float. And we created interval. And finally, we have created a random number that can come into this range. This is between 0 and 1000. And according to the range of this number, we found a conclusion.