**Rock Paper Scissor**

**AI based game**

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**Github:**

[**https://github.com/fasihamjad/ai\_project**](https://github.com/fasihamjad/ai_project)

**Introduction:**

In this project we will make a simple Rock Paper Scissor game which depends on Artificial Intelligence.

If we talk about description. As we have already said that it is an AI Based game, so yeah, in this game player have to play with the computer. First the user will play its turn then the computer.it will get better after understanding the strategy of the user.

**Project flow:**

We will use an AI (artificial intelligence) algorithm based on Markov Models of one fixed memory length (abbreviated as “single AI”) to compete against humans. The model will predict human competition behavior by combining many Markov Models with different fixed memory lengths “multi-AI” and develop an architecture of multi-AI with changeable parameters to adapt to different competition strategies.

**Expected Result:**

The final application will allow the human user to play with computer rock paper scissor and the game will get more difficult as much more you will play.

**Code Language:**

Python

**Week distribution:**

The project will be developed in 10 weeks. In two to three phases.

* Backend coding
* Testing
* Front end development
* Testing