Matt Hirschi, Keegan Gunderson, Colton Moore, Alec Baird

CS450

10:15-11:15

1. What is the overall objective of your project?
   * The overall objective is we wanted to create a RPS game and train a computer to predict what a user’s choice would be in a game of RPS. If we get this done then we want experiment to have the computer try to beat itself or actual people that play the game.
2. Where/how are you going to obtain the data? For example, do you need to scrape the data from a web source, contact a company or individual for access/permission?
   * We are going play our RPS game at least 80-100 times.
3. Are there any copyright or terms of service limitations that may affect your ability to work with the data?
   * No there are not any copyright limitations.
4. What type of machine learning algorithm / process do you anticipate using (e.g., classification, regression, clustering) and if applicable, what variable(s), in particular, will you be trying to classify, etc.
   * We are planning on using classification to complete the project. The variables we will be using are win, loss, or tie, and rock, paper, and scissors.
5. How many and what type of attributes do you anticipate? (e.g., less than 10 vs. 50-100, numeric vs. nominal, time-series data, etc.)
   * We will have less than 10 attributes that will be numeric.
6. How many instances or records do you anticipate?
   * A minimum of 100
7. What do you see as the biggest risk to the success of your project?
   * The biggest risk to the success of our project would be biased nonrandom data. We will try to combat this by having random people play the game.