**Buffy the Vampire Slayer**

For this agent’s strategy, we opted to make use of the knowledge we have of each player’s history of actions. We decided to set up a risk ranking system, where the player that has bet the most number of chips relative to what all players have is at the top. This is a simple strategy that tells the agent how risky a player is willing to play with their current cards. For example, if a player, in one turn, bets around half of their current chips, we know that he/she must have a good hand and is willing to risk a lot. “Well, what if they were bluffing?”, someone may ask. A player’s chance of bluffing will be acquired whenever possible (for instance, when a round is over and the players must show their cards, if the person who the bet the most also had the worst hand, then we deduce that they were bluffing and our agent will remember that and increase their “bluffability” a.k.a. their chance of bluffing).