

CSS 605
Game Theory Competition – Part 2

Week 10 Assignment

Due: November 4, 2014 by midnight

This week we will continue working with the game theory competition, but with the following two games added:

Game Description

Each game played will be randomly selected from the three games from last time and the following two games:

	Opponent Strategy	
	S1	S2
S1	2,2	-1,0
S2	0,-1	1,1

Coordination

	Opponent Strategy	
	S1	S2
S1	0,0	1,2
S2	2,1	-1,-1

Anti-Coordination

The competition will be executed the same way as last time.

What to Submit

Submit your ***well-documented*** Java class file that contains your implementation of a game player. This file should be in a package named something like:
`edu.gmu.<your username>.competition.gametheory.`

Also, submit a display name for your player that will be used when displaying the results of the competition in class.