Pig, a game of decisions
Activity outline

Warmup

- Make sure that you understand the rules of *Pig*.

- Play a few games of *Pig* with your partner.

- Discuss with your partner *how* you each decided whether to continue throwing the die. What information was important at each decision point?

Algorithm

- Come up with a set of rules that you feel could be used to play a good game of *Pig*. If you can do this precisely enough you should be able to express your rules in the form of a Python function of the form:

```python
def <function-name>(my_score, loot, your_score):
    # Your code goes here.
    # Return True to continue throwing the die,
    # or False to end your turn and take the loot.
    return False
```

Pig Arena

- Send your code to Mr Ambler so that he can pit it against the code of the other groups to see which group produced the "best" rules.