Project # 1

Q&A

Group 8

Questions for Group 10

* I found the theory on how to deal with the uneven distribution of cards between three players interesting. Were there other approaches to this issue that you guys thought of? If so, how do you think it would impact the game?
  + Riley’s Answer: My first thought was to program it to be randomly distributed, but we ultimately decided on making the first round a war and then just return the cards that were used to their original players. This brought issues of ties, which in that case, the cards were randomly distributed.
* How does winning the first special round increase the player’s probability of winning the game?
  + Riley’s Answer: Winning this first round does not increase the probability of winning the game directly. The extra card that that a player is given has a chance to increase their odds of winning, but ultimately the numbers are shown in answering the question below:
* Were you guys able to prove that the special round won by the given player, gave that player an advantage in winning the game?
  + Riley’s Answer: The first special round was not there to give an advantage directly, only the fact that a player had an extra card. It was proven that the extra card did somewhat give an advantage, and that can be seen in the video, where the actual win percentage was greater than the other players in some cases. Truthfully, the only way to prove that an extra card made any difference, would be to do some statistics on always assigning the card to a specific player, then running one thousand games or so.