

## **Project Descriptions:**

### 1. "Stupide Vautour"

"Stupide Vautour" is a simple card game in which players try to anticipate the other players' choices. The goal of this project is to design, implement and test an effective and adaptive simulated player.

This project could be undertaken by multiple students working independently and testing their simulated players against each other.

### 2. "Lost Cities"

"Lost Cities" is a simple card game in which players compete to score points with card combinations, while avoiding penalties for incomplete combinations. Successful play requires understanding the risk-aversity of the opponent. The goal of this project is to design, implement and test an effective and adaptive simulated player.

This project could be undertaken by multiple students working independently and testing their simulated players against each other.