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Monopoly Anyone?

The purpose of this experiment is to figure out if a more aggressive artificial intelligence has a higher chance of winning at a game of monopoly than a less aggressive artificial intelligence. This experiment is important because it determines if aggressiveness is a factor in winning games.

To conduct this investigation, a Monopoly Here & Now Edition Game Disc and a Windows XP or higher computer/laptop are needed. The software was downloaded, and a new game was created. Different combinations of aggressive CPU players were assembled. One group had a hard player and a medium player, serving as the control group. Another group had one hard player, one medium player, and one easy player. The last group had one medium player and two easy players. Fifty games for each group were played and recorded.

The data collected throughout the experiment showed that the medium player won more times with 26 games in the first group, 27 games in the second group, and 29 in the third group.

In conclusion, the experiment didn't conclusively support my hypothesis because the medium player won more times than the hard player in the first group. The experimental results can also conclude that 3-player games rely somewhat on aggressiveness, while 2-player games rely only on probability.