The OneToFive Game is a simultaneous game played by three players. Each player plays a whole number in the range 1 to 5 inclusive. Then money is won as follows:

- If all three numbers are the same, nothing happens.
- If exactly two of the numbers are the same, the player with the unique number wins \textit{that many dollars}.
- If all the numbers are different, then the player with the lowest number wins \textit{one dollar}.

In this assignment you are to create a strategy for a player of the game. The strategy should be simply what percentage of the time you are going to play each number. For example you could choose to play 2 20\% of the time and 5 80\% of the time.

Your strategy will be used in a computer-run tournament. In the tournament, every trio in the class will play the game 100 times. Your assignment grade will be completely determined by the amount of money your player has at the end of the tournament.

You may collaborate with other people in the class in selecting, devising and testing a strategy. Indeed, you may submit the same strategy as someone else. But this is played and scored as an individual assignment.

Submit as numbers totalling to 100. E.g. you might say

$$1=0 \quad 2=20 \quad 3=0 \quad 4=0 \quad 5=80$$