

# Software Requirements Specifications

COS 301: REDIRECTION

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## **Team Members**

Stephen Teichert - u16254661

Kyle Wood - u16087993

Russell Dutton - u16016612

Jeffrey Russell - u16010648

Justin Grenfell - u16028440

Byron Antak - u16039689

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# 1 Project Overview

## 1.1 Purpose

The system should allow a user to be able to create custom bot scripts for the game DOTA 2, to ensure that the bots follow a particular strategy so that the user may practise against that strategy and learn how to play against such a strategy.

## 1.2 Project Scope

The aim of the project is to design system that gives users the ability to configure bot behaviour on a micro and macro level (using an intuitive and user-friendly interface), where this behaviour is described into LUA files according to the DOTA 2 Scripting API to ensure that bots perform as desired.

The system is still under development and no name has been decided upon for the product. The system will provide a simple interface to customize bot behaviour according to a predefined set of behaviours and actions. The system, however, will **NOT** allow the user to specify exact behaviour (such as always moving in zigzags). Rather, it will allow the user to specify generic behaviour. We are not sure exactly how far we will get with this system and as a result we have decided that we will have the following as non-negotiable.

For team level options, the following will be possibilities:

- Whether the bots want to push early for a win, or delay until late-game, which will be controlled by when the bots want to farm, push and delay lanes. E.g. Bots wanting to delay would likely want to defend lanes more than push them out, and farm a lot
- When to attempt to kill Roshan to acquire the Aegis
- When to buy back to defend a lane
- If and when to roam to gank other heroes.

Should we complete the above well before the end of the project, we will attempt to include the following:

For each hero the user will be able to specify:

- A custom Ability progression
- A custom Item progression
- A custom Talent progression
- Lane Assignment (Top, Bottom or Middle)