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# PROTANKI CRYSTAL PREDICTION

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## ABSTRACT

In this paper, I introduce a program that accurately predicts the amount of in-game currency a player will receive after a match. My methodology involved collecting data from previously completed matches and reverse engineering the reward ratio based on the total score and total in-game currency ratio. My results demonstrate the effectiveness of the program in predicting in-game currency rewards.

**Keywords** None

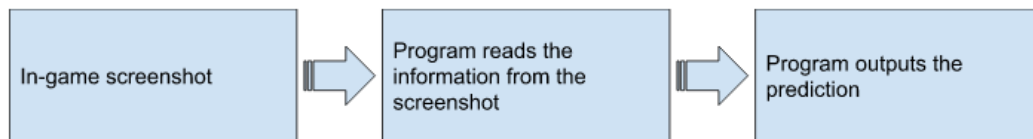


Figure 1: Showing how the program works

## 1 Introduction

Despite the limited number of variables used in the study, I hypothesized that there was a correlation between the player score and battle fund. As such, only a small amount of data was required to be collected. The objective of the study was to develop a program that would allow players to determine their in-game currency with a single button press. The program would scan the user's screen and output the expected amount of in-game currency for the match.

## 2 Related work

I conducted a thorough review and found no prior work that has been done with ProTanki or Tanki Online.

## 3 Problem formulation

## 4 Collecting data

My own data and other player screenshots which were taken from ProTanki Discord server.

## 5 Creating a working model

Google collabs, then moved to Visual studio

## **6 Testing**

## **7 Conclusion**

The conclusion goes here.