

## **Io - Luna**

The “Io - Luna” strategy AI uses Hardcoded conditional statements to make its decisions and play the game. The decision to use this technique is motivated by the fact that it is both intuitive and fairly easy. As a novice in AI development it allowed the AI to gradually improve during the development as more and more precise statements were added.

The overall strategy would focus heavily on the two heroes after the strategy is named, Io and Luna. As Io toolkit is best suited to play closely together with a partner, this behaviour was tried to be replicated in the AI. These two would constantly move together with Io buffing Luna. Their play style also followed the idea of “carry” and “support”, with Luna designated to acquire more resources than Io on the map. Apart from farming the bottom lane, they would also make use of the jungle. After Luna had reached a certain point of power, the two heroes would join the rest of the team in the middle to try to finish the game. The rest of the lineup include Jakiro and Viper on the top lane and Sniper in the middle lane. Jakiro and Viper would use Active Attack Modifiers (AAM) on their lane. These AAM are special abilities that allow heroes to use them without towers or creeps interfering.