Jungle

The "Jungle" 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 tried to be implemented in this AI was taking advantage of the jungle, to extract more resources out of the map for the heroes. The strategy that the AI employs in the beginning of the game is a standard 2-1-2 setup, with 2 heroes going top lane, 1 hero middle lane and finally 2 heroes bot lane. Top lane consists of Tidehunter and Jakiro, middle lane has Sniper and finally, bottom lane has the heroes Luna and Vengeful spirits. After the bottom T1 tower has been destroyed and whilst her ultimate ability was on cooldown, Luna would jungle. She would stop jungling when her ultimate ability was close to being available again and would then return to her lane. After the bottom T2 was destroyed she would join her team in the middle. The rationale behind Luna's decision on when to jungle comes from the fact that the hero can be considered quite strong when her ultimate is available, having a certain "power spike", which decreases when it's not available. Tidehunter would start jungling after the T1 tower top fell and would stay in the jungle until he had reached a certain level. After this he would join the rest of the team in the middle. The thought behind this was that he would try to maximise his own collection of resources and join the team when they needed him to finish the game.