

## Simple heroes

The Simple 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 name Simple comes from the fact that the heroes are considered “simple” in their gameplay and thus their playstyle should be easy to implement in the AI. The strategy that the AI employs is a standard 2-1-2 setup, with 2 heroes going top lane, 1 hero middle lane and finally 2 heroes bot lane. After the 2 outer towers are destroyed in a lane, the heroes will group up in the middle. Top lane consists of Viper and Jakiro, middle lane has Sniper and finally, bottom lane has the heroes Luna and Vengeful spirits.

Some different concepts were tried to be implemented in the AI. Top lane would use Active Attack Modifiers (AAM) to freely attack enemy heroes without drawing the attention of creeps or towers. Bottom lane would focus heavily on skills, with ability selection heavily focused on high damaging stuns to bring down enemy heroes. The hero Jakiro would try to apply pressure to his lane by using abilities on creeps and towers.