# FiveManMid

The "FiveManMid" 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.

This strategy employs the concept of "death balling", where heroes on a team all group up together as their collective power is much stronger than that of the opponent. The heroes start in 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 Viper and Jakiro, who can pressure the lane effectively. Jakiro also has the advantage of being able to damage and debuff enemy structures, an ability that is key when trying to bring down towers rapidly. Middle lane contains Beastmaster. This hero was chosen because he empowers the five man group with an attack speed aura. He also has the ability to summon minions, equaling more power in the group as well as another target for towers to attack. In the bottom lane, Io plays together with Luna. Luna also has an ability that empowers nearby allies with increased attack damage. Io serves as a buffer to Luna, granting her increased attack speed and health regeneration.

The heroes would group up in the middle after the outer Tier1 towers were destroyed. Decisions one when to purchase items was taken to only have the heroes buy when the enemy tower in their lane was destroyed. The motivation behind this was to ensure that the heroes bought items synchronized and not leaving each other alone on the lane. Once the entire team would group up, no further purchases were made.