

Roadmap:

1. Build a functioning script
2. Share on github
3. Build a GUI
4. Share to public with a youtube video tutorial

PROMPT:

create a python app that automatically accepts matches for league of legends players



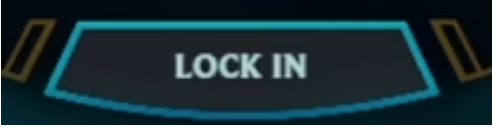
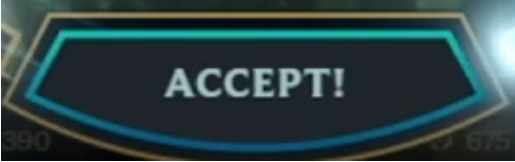
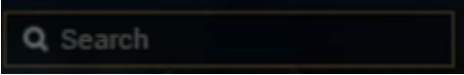
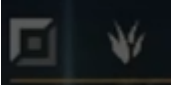
functions to use:

```
im1 = pyautogui.screenshot()  
locate(needleImage, haystackImage, grayscale=True)  
pyautogui.hotkey('alt', 'tab')  
pyautogui.write('Hello world!', interval=0.25)  
pyautogui.click(get_center('random.png'))
```

phase detection:

while true loop:

takes a screenshot every 2 seconds, looks for 3 things that will determine which phase we are in.

1.  (menu.png)
2.  (ban.png)
3.  (lock\_in.png)
4.  (accept.png)
5.  (search.png)
6.  (reference.png)

phase 1: We know we are in phase 1 if we see (menu.png)

While ACCEPT is True, and when if we see search.png, make ACCEPT False.

edge case: sometimes not everyone accepts, so we have to accept more than twice, so if we do not see menu.png after 5 seconds, we assume that phase 1 is over and we move on to the next phase.

phase 2: ban champions (we know this phase starts we see ban.png, we assume this phase is over when click on ban.png)

While BAN is True, (do stuff), BAN becomes false when we click on ban.png

phase 3: pick champ (we know this phase starts when we see lock\_in.png, we assume its over when we click on lock\_in.png)

While PICK is True, (do stuff), PICK becomes false when we click on lock\_in.png