TFT Explanation

Team Fight Tactics (TFT) is an 8-person free for all strategy game developed by Riot Games. In it, players start with 100 hit points (HP), and create boards of units with traits. When units of matching traits are on the board, they become stronger. These boards then fight each other automatically with no player input in rounds with the loser of the round losing HP. Multiple rounds comprise a stage. In between rounds, players are given money which can be spent on new units, upgraded units, and player level, which increases the number of units on the board. The amount of HP lost increases as the game goes on to guarantee an end by a certain point, usually at the start of stage 8. At the end of each stage, players gain items, and at the start of stages 2, 3, and 4, players can choose an augment from a pseudo-random pool. Items give immediate power to units, and augments give a wide range of possible powers to the player. Winners are decided based on the order in which they are eliminated. The lowest is eighth place and the winner is first. By the game’s logic any placement at or above fourth is considered a win, so the upper half.

Purpose

The purpose of this analysis is to show a common conception among players; augments that give items are better early, and augments that buff more units are better later. The reason I chose this analysis is because it is independent of the TFT’s current state. The game constantly changes, but it has never changed enough to shake this conception. To perform this analysis, augments are given a category based on the primary reason a player would choose it:

* Item: Gives the player items
* Econ: Gives the player money or equivalent value of spent money.
* Team: Give multiple units on the board extra strength
* Units: Gives the player units (these can be used as econ augments)
* Traits: Gives units on the board matching the trait a lot of extra strength
* Stack: Gives a stacking bonus (team wide strength that improves over time)
* Other: Gives unique effects

Traits are split from Team because they only give power to specific boards. Stacks are split because they can only be chosen early, which for the purpose of the analysis differentiates them.

The games used for analysis are a random selection of Platinum level games. These games were chosen because Platinum is typically where players are considered good. Most analyses of Riot’s games are done using Platinum and better data.