**TFTBot Project:**

Introduction:

Analysis.

The Problem.

TFT, otherwise known as TeamFight Tactics is an Auto-Chess, strategy game created by Riot Games and based on the engine that the popular MOBA League of Legends runs on. The game is a strategic game that requires intelligence, foresight, planning and critical thinking to succeed in. Unfortunately, I lack all of these. I require a solution that will allow me to bypass my lack of intelligence and critical thinking that prevents me from playing TeamFight Tactics at a high and competitive level (and to stop my friends calling me bad at TFT). The end user for my product is me and other individuals that suffer from a severe lack of intelligence that is required to play this game.

The Solution.

The solution is simple. To solve this problem (and stop my friends calling me bad at TFT), I will create a simulation of the TFT game that a machine learning AI can run on to learn the game and, eventually, play the game for me, which should effectively solve the issue of my lack of intelligence and critical thinking (mainly to stop my friends calling me bad at TFT).

Need for Computational Method.

The need for computational method is clear in this project. While there are supposedly some services that offer human-based “boosting” (playing the game for you to inflate your rank), a computational approach to this problem could, eventually, provide a “player” with much greater skill than any individual human could. The AI would also be available free from charge and available whenever my friends asked me to play, unlike a human who could potentially suffer from things like “social plans” and “going outside and talking with people”. I believe this solution provides a fool-proof plan to solve the problem at hand of playing the TFT game at a high skill level (whilst completely coincidentally solving the issue of my friends calling me bad at TFT).