**TFTBot Project:**

Introduction:

Analysis.

The Problem.

TFT, otherwise known as Team-Fight 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. It is a strategic game that requires intelligence, foresight, planning and critical thinking to succeed in. Unfortunately, Suket Arya, my client, lacks all of these. I require a solution that will allow Suket to bypass my lack of intelligence and critical thinking that inhibits me from playing Team-Fight Tactics at a high level.

The Solution.

The solution is simple. I will recreate a version of the TFT game, following this I will then create a machine-learning AI that can play on this TFT clone until it can play the game at an advanced and competitive level.

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).