**TFTBot Project:**

Introduction:

Analysis.

The Problem.

TFT, otherwise known as TeamFight Tactics is an autochess, 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 Solution.

In an attempt 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, to solve the issue of my lack of intelligence and critical thinking (mainly to stop my friends calling me bad at TFT).