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CS 4361

Final Submission

5/9/2024

Final Project – Final Submission

Despite us not being able to fully implement our original goal with this project we are still happy with where it ended up. We believe that this tool would be helpful to the developers to ensure game balance. We are interested in continuing this project by firstly finding a similar dataset/tool to collect data with a game we are more familiar with, League of Legends. Then expanding upon it further into the live victory prediction route.

In order to run our code refer to the readme on the GitHub.

<https://github.com/Vulchnov/MLDota2>

If you run the three of them in parallel it should take just over a day to complete (about 27 hours). The code is well optimized and any machine should be able to handle it.