

GOLEM

An automation or robot.

Golem is a machine learning implementation that uses multiple algorithms to read-in game entities and and interprets actions. Use machine learning to learn your play-style and decisions.

The game data is saved in a Google's Protocol Buffers format, which is decoded to read the game data and the players decisions and movements in-game.

A large number of test-cases are obtained and is passed into the appropriate machine learning algorithms — which learn how the player makes decisions based on the current in-game scenario. After n leaning data are parsed by machine learning algorithms, a bot is created which constantly sends the current in-game scenario to the machine learning system as parameters, which then replies with the appropriate action taken by the player.