NEW HORIZON COLLEGE OF ENGINEERING

Department of Computer Science and Engineering
Academic Session Jan - May 2017

PROJECT PROPOSAL

Student Details

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Project Title: Implementation of Machine Learning Algorithms.

Problem Statement: Reading data from a game — Dota 2, which has heroes with multiple spells. Depending on the scenario, the player chooses to move the hero away, towards the enemy hero, or decides to use spells. We parse this data using protocol buffers and send it to our machine learning algorithm as actions. After we have a large set of test cases. We create a game, read data from the game, send it to the machine learning algorithm as parameters, which then selects the an appropriate action and sends it to the bot, which executes said action in-game. This effectively teaches a machine to make real-time decisions which mimic the player actions based on the scenario.

Goal: To create bots that mimic human decision making in a game by using machine learning.

Carried Out At: New Horizon College of Engineering.

Domain: Machine Learning.

Platforms / Tools: Tensor Flow, Lua, Python, Google Protocol Buffers, Cython, C.

Project Coordinator HOD