

The background of the image is a detailed, painterly landscape of a mountain range. In the foreground, a large, jagged rock formation is partially covered in snow and has a glowing blue crystal or ice formation on its side. In the middle ground, a valley is visible with a small town or village, a river, and patches of green grass. The mountains in the background are steep and covered in snow, with some peaks reaching into a clear blue sky. A bright light source, likely the sun, is positioned behind the main title, creating a lens flare effect. A champion character, likely a mage or wizard, is partially visible behind the letters of the title, wearing a dark robe and a hat.

LEAGUE OF LEGENDS

Champion Suggestion

How to play 

The background of the image shows three League of Legends champions in a dark, misty forest. On the left, a champion with a large blue sword and a red cape (Darius) is seen from behind. In the center, a champion with long blue hair and a heart-shaped headpiece (Sona) is standing. On the right, a champion with purple and blue armor (Zed) is partially visible. The scene is dimly lit, with some light filtering through the trees.

WHAT IS LEAGUE OF LEGENDS?

League of Legends is a team-based strategy game where two teams of five powerful champions face off to destroy the other's base. Choose from over 140 champions to make epic plays, secure kills, and take down towers as you battle your way to victory.

ROLE



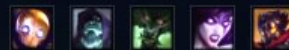
CHOOSE YOUR LANE

There are five positions that make up the recommended team comp for the game. Each lane lends itself to certain kinds of champions and roles—try them all or lock in to the lane that calls you.



Da Hookr Of Time is picking

13



Picking...

TOP

Da Hookr Of Tim...

13



SUPPORT

Agilio MBLYT



MID

Trajan WaLoL



BOTTOM

redljedi



JUNGLE

RORORoban MBLYT

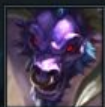


Sort By Name

Q Search



Akali



Alistar



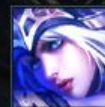
Amumu



Anivia



Annie



Ashe



Aurelion Sol



Bard



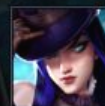
Blitzcrank



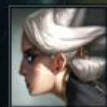
Brand



Braum



Caitlyn



Camille



Cho'Gath



Corki



Dr. Mundo



Draven



Elise



Evelynn



Ezreal



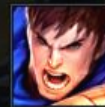
Fiddlesticks



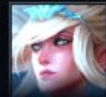
Galio



Gangplank



Garen



PICKING NEXT

Summoner 1

PICKING NEXT

Summoner 2

Summoner 3

Summoner 4

Summoner 5

Agilio joined the lobby
RORORoban joined the lobby
redljedi joined the lobby
Trajan joined the lobby
Da Hookr Of Time joined the lobby

CLASS



MARKSMAN



MAGE



TANK



TANK



ASSASSIN



TANKS

If you enjoy protecting your teammates, being nearly unkillable, and utilizing powerful crowd control abilities, consider champions like:



ENGAGE/UTILITY

Although ADCs are often the role that cleans up at the end of the fight, there are options if you like being able to help your team start fights with engages:



DUELISTS

These champs outplay their foes in 1v1 combat and dominate by forcing their lane opponents to call for help:



LANE BULLIES

These champs won't scale as well as others, but can often snowball the match to an early end due to their lane dominance:



SNOWBALLERS

These champs snowball the game through relentless ganks and invades. This playstyle is riskier but can be worth it:



HYPER-CARRIES

Hyper-carries have incredible scaling that allow you to 1v9 but you'll have to deal with playing relatively passive and farming until then:



ROAMERS

If you enjoy helping your side lanes often, try out these Mids. Their abilities allow them to travel to almost any part of the map nearly instantly:

PLAYSTYLE



INITIATORS

If you like being the first into a battle, these champs excel at engaging from afar and at tricky angles to catch their opponents off-guard:



ASSASSINS

Assassins dominate 1v1 combat in order to snowball a lead and extend it to other lanes. They often have tricky movement and high burst:



CONTROL

Control mages manipulate the battle with powerful AoE spells. They make valuable team fighters due to their ability to influence space:



ENCHANTERS

These champs fulfill the expected tropes of the Support class. They shield, heal, and buff to enable and augment their team:

Application Description

The purpose of our application.

- Recommend the champions to players who play League of legends but don't have enough knowledge
- The recommendation also consider the style preference of the player such as, class, playstyle.
- The champions considered in the work are all champion releases in patch 11.9



Predicates and Facts

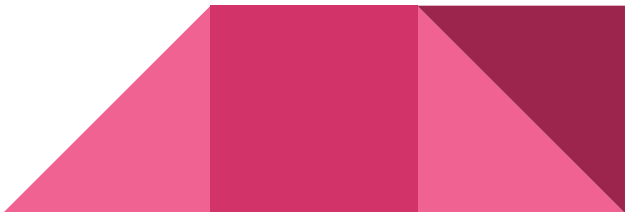
Predicates and Facts

- `champion(x)` means x is the champion's name
 - `champion(ahri).`
 - `champion(akali).`
- `role(x)` means x is the role's name
 - `role(bottom).`
 - `role(jungle).`
- `class(class_name)` means x is the class's name
 - `class(controller).`
 - `class(fighter).`
- `playstyle(playstyle)` means x is playstyle's name
 - `playstyle(tank).`
 - `playstyle(duelist).`



Predicates and Facts

- `skill_cost(x)` means x is what that skill cost called
 - `skill_cost(mana)`.
 - `skill_cost(energy)`.
- `has_role(x,y)` means that champion x has roles y
 - `has_role(lulu, [support])`.
 - `has_role(jax, [top, jungle])`.
- `has_playstyle(x,y)` means that champion x has playstyle y
 - `has_playstyle(corki, [hyper_carry, control, roamer])`.
 - `has_playstyle(darius, [duelist, snowballer, lane_bully])`.
- `has_class(x,y)` means that champion x has class y
 - `has_class(ahri, mage)`.
 - `has_class(aatrox, fighter)`.



Predicates and Facts

- `has_difficulty(x,y)` means that y is difficulty(1/2/3) of champion x
 - `has_difficulty(ahri, 2)`.
 - `has_difficulty(akali, 2)`.
- `use_skill_cost(x,y)` means that y is primary skill cost of champion x
 - `use_skill_cost(ahri, mana)`.
 - `use_skill_cost(akali, energy)`.
- `has_advantage(x,y)` means that class x has advantage against classes y
 - `has_advantage(fighter, [slayer, tank])`.
 - `has_advantage(slayer, [mage, marksman])`.



Predicates and Facts

- `compatible(x,y)` means that playstyle x has synergy with playstyles y
 - `compatible(initiator, [tank, snowballer, assassin, control, roamer, hyper_carry, lane_bully, engage])`.
 - `compatible(snowballer, [tank, duelist, initiator, assassin, control, roamer, engage, enchanter])`.
- `meta(x,y)` means that has high win rate in role x has champions y
 - `meta(top, [kled, urgot, darius, shen, malphite, nasus, garen, dr_mundo, wukong, cho_gath])`.
 - `meta(jungle, [shaco, elise, nocturne, udyr, nunu, volibear, diana, morgana])`.



Question Description

Question 1: I want to know which champion has this class and this playstyle?

FOL Rule:

champion_class_style(X, Y, Z) :-

$\text{champion}(X) \wedge \text{class}(Y) \wedge \text{playstyle}(Z) \wedge \text{has_class}(X,Y) \wedge \text{has_playstyle}(X,A) \wedge \text{member}(Z,A)$

- Using the $\text{playstyle}(Z)$ and $\text{class}(Y)$ to find champion X that has playstyle Z and class Y.



Question 2: If I like playing with a specific spell cost in a specific role, which champion should I pick?

FOL Rule:

champion_cost_role(X, Y, Z) :-

champion(X) ^ skill_cost(Y) ^ role(Z) ^ use_skill_cost(X,Y) ^ has_role(X,A) ^ member(Z,A)

- Using the role(Z) and skill_cost(Y) to find champion X that has role Z and skill_cost Y.



Question 3: If I like a specific class and I have to play a specific role, which champion should I pick?

FOL Rule:

champion_class_role(X, Y, Z) :-

$\text{champion}(X) \wedge \text{class}(Y) \wedge \text{role}(Z) \wedge \text{has_class}(X, Y) \wedge \text{has_role}(X, Z) \wedge \text{member}(Z, A)$

- Using the role(Z) and class(Y) to find champion X that has role Z and class Y.



Question 4: If I like a specific playstyle and I have to play a specific role, which champion should I pick?

FOL Rule:

`champion_style_role(X, Y, Z) :-`

`champion(X) ^ playstyle(Y) ^ role(Z) ^ has_playstyle(X,A) ^ member(Y,A) ^ has_role(X,B) ^ member(Z,B)`

- Using `playstyle(Y)` and `role(Z)` to find champion X with playstyle Y and role Z.



Question 5: I want to know which champion has this class and this playstyle with this skill cost in this role?

FOL Rule:

champion_specific(X,A,B,C,D) :-

champion(X) ^ class(A) ^ playstyle(B) ^ skill_cost(C) ^ role(D) ^ champion_class_style(X,A,B) ^
champion_cost_role(X,C,D)

- Using class(A), playstyle(B), skill_cost(C), role(D) to find champion X.



Question 6: If I want to help out my team, what champion should I pick?

FOL Rule:

`compatible_champ(X,Y) :-`

`champion(X) ^ champion(Y) ^ has_playstyle(X,A) ^ member(V,A) ^ has_playstyle(Y,B) ^ member(W,B) ^
compatible(V, C) ^ member(W, C) ^ X\=Y`

- Get all playstyle of champion Y then compare all playstyle that is compatible and use it to find champion X with that playstyle.



Question 7: I'm a beginner and I like to play with a specific class, which champions should I pick?

FOL Rule:

`beginner_select_class(X,Y) :-`

`champion(X) ^ class(Y) ^ has_class(X,Y) ^ has_difficulty(X,1)`

- Using `class(Y)` to find the `champion(X)` with that class that has low difficulty using `has_difficulty(X,1)`.



Question 8: I'm a beginner and I like to play with a specific style, which champions should I pick?

FOL Rule:

`beginner_select_style(X,Y) :-`

`champion(X) ^ playstyle(Y) ^ has_playstyle(X,A) ^ member(Y,A) ^ has_difficulty(X,1)`

- Using `playstyle(Y)` to find the `champion(X)` with that playstyle that has low difficulty using `has_difficulty(X,1)`.



Question 9: I play in solo laner and I'm fighting against a specific champion which champion should I pick?

FOL Rule:

solo_counter_pick(X,Y,R) :-

$\text{champion}(X) \wedge \text{champion}(Y) \wedge \text{role}(R) \wedge \text{has_class}(X,A) \wedge \text{has_class}(Y,B) \wedge \text{has_advantage}(A, C) \wedge$
 $\text{member}(B, C) \wedge \text{has_role}(X,D) \wedge \text{member}(R,D)$

- Determine role(R) that you are playing and enemy champion(Y).
Find enemy class and find champion with class that has advantage with role(R).



Question 10: I play in duo laner and I am fighting against specific champions, which champion should I pick?

FOL Rule:

duo_counter_pick(X,Y) :-

champion(X) ^ member(A, Y) ^ champion(A) ^
(solo_counter_pick(X,A,bottom) v solo_counter_pick(X,A,support))

- Enemies Y is a list then separate to consider each case for each enemy by using solo_counter_pick ([Rule 9](#)) to find what champion X is good for this enemy (champion X with specific role of bottom or support).



Question 11: I have to play with a specific role and I want to rank up, which champions should I pick?

FOL Rule:

meta_by_role(X,Y) :-

$\text{champion}(X) \wedge \text{role}(Y) \wedge \text{has_role}(X, A) \wedge \text{member}(Y, A) \wedge \text{meta}(Y, B) \wedge \text{member}(X, B)$

- Using $\text{role}(Y)$ to find $\text{champion}(X)$ that has high win rate in that role using meta.



Question 12: There are ... allies and there are ... enemies, which champion should I pick.

FOL Rule:

select_based_on_pick(X,R,Y,Z) :-

 champion(X) ^ role(R) ^ member(A, Y) ^ champion(A) ^ compatible_champ(X,A) ^ member(B, Z) ^
 champion(B) ^ solo_counter_pick(X,B,R)

- Determine role(R) that you are playing, the list of allied champions (Y) and the list of enemy champions (Z) to find champion that compatible with allied champion using compatible_champ (*Rule 6*) and has advantage against enemy champions using solo_counter_pick (*Rule 9*).



Group members

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Thank You!