

## PenguBot Report

**Github:** <https://github.com/meintgl/PenguBot>

**Last updated:** 4/15/23

**Current TFT Set:** 8.5

**Current Patch:** 13.8

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Welcome to the report for PenguBot, a chatbot for your TFT needs. PenguBot is built upon NLP techniques such as user response parsing that assist in the analysis and categorization of text that relates to TFT queries. PenguBot implements live lookups that gather live data from reputable TFT websites such as lolchess.gg and MetaTFT. This ensures that information is fresh and up-to-date, as the meta evolves with patches released in a biweekly cycle. Thus, it is PenguBot's mission to provide players and users the most up-to-date data.

It is important to note that this implementation of PenguBot is in beta. While the initial implementation contains dialogue samples and designed paths that highlight the core of TFT, there may be features and data that are incomplete which will be added later. Currently, the focus is fluid dialogue, and answers from PenguBot the essentials of TFT, **and champion live data**. Over time, PenguBot will be developed to have more data and better responses to questions from all users.

PenguBot allows users to ask general questions about the game, and specific information about core mechanics. These questions can be categorized as:

- In game questions (questions about the game)
- Champions (units from a shop that players buy to "fight" for their team)
- Champion statistics

## System Description

## Storing User Models

PenguBot initiates a conversation by asking the user for their name. Then, it creates a user profile that stores various information about a user, with the username initialized and other variables set as null until the user shares that information later. Listed below are the different information stored about a user, and which categorical section it can be asked in.

### Introduction

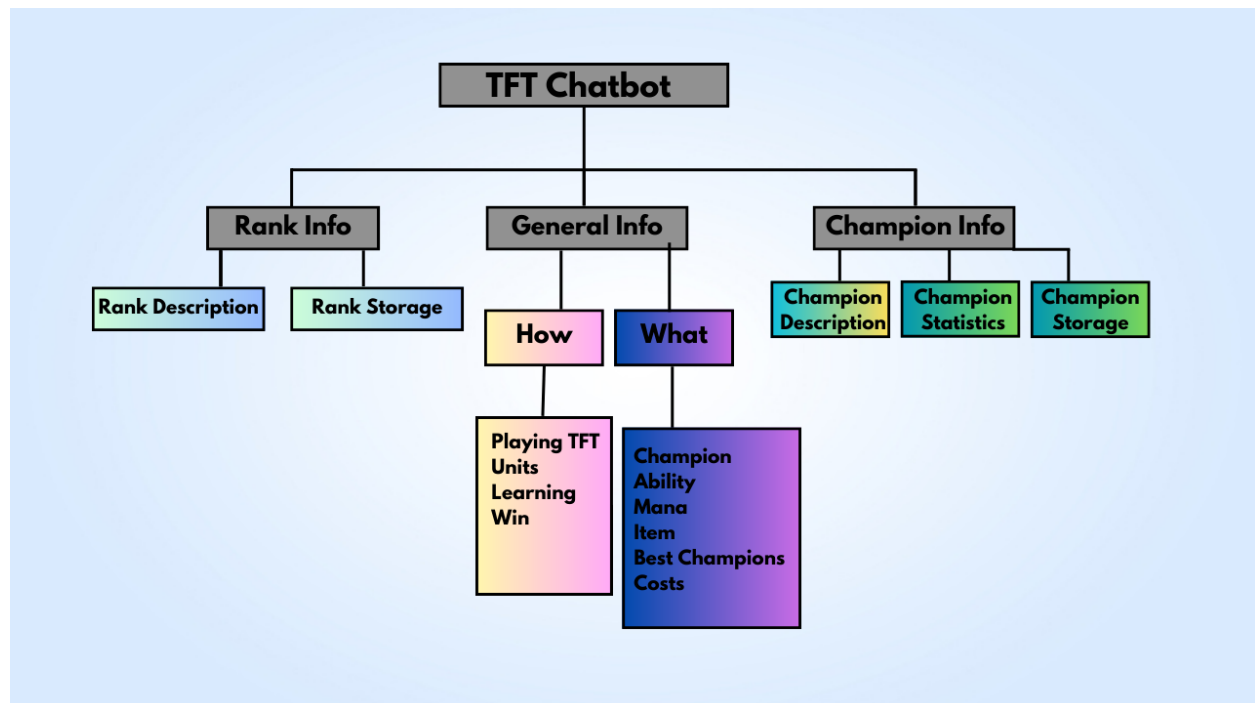
[username] = users name inputted in the beginning

[rank] = rank of user

[fav\_champ] = favorite champion of user

NLP Techniques used include processing user input, tokenizing, web-scraping for information, pickling and unpickling, and data storage.

## Diagram Tree



## Knowledge Base / Live Lookup

With PenguBot's initial implementation, web-scraping was used to collect information on champion statistics. The website in question is <https://www.metatft.com/units>, which uses many JavaScript components that make regular BeautifulSoup access for scraping unusable. Instead, Selenium and its Chrome webdriver were used, and the make-up of the site had to be parsed using XPATHs. These statistics include the name of the champion, the tier of champion (letters S through D), the average placement (from 1 to 8, where being closer to 1 is better), the win rate percentage of the champion, and the frequency of usage from the champion. The statistics are found through the *champion\_extraction.py* program and are pickled into *champs.p*. The chatbot unpickles *champs.p* and uses that information as its knowledge base.

The website <https://www.metatft.com/units> is updated live with incoming statistics. Every time *champion\_extraction.py* is run, it will access the latest information from the website.

The knowledge base is stored in a dictionary, where the champion name is the key and the following statistics are values. An example of information stored in the knowledge base is as follows:

'Syndra': ['S', '3.59', '20.4%', '64,389 (8.8%)']

Where 'Syndra' is the champion name, 'S' is the tier, '3.59' is the average placement, '20.4%' is the win rate percentage, and '64,398 (8.8%)' is the frequency.

## Evaluation

The chatbot performs solidly if the user has understood knowledge of champions and ranks within the game of Teamfight Tactics. Without said knowledge, lots of depth within the bot is not reached. It still has general questions that can be asked, but a large amount of information pertains to champions and ranks.

Additionally, the bot is very precise with the input it accepts, and may have problems understanding certain wordings or approaches to questions and/or answers. Please try

again with wordings found in this document, or remove punctuation, to see if your request can be processed. It ultimately has a limited set of words it can understand.

Nonetheless, it holds a great deal of useful scraped data that can be displayed if the user can navigate to that point

## Conversation Flow Examples

**Bold black text** = bot output

**Blue text** = user input

**Green text** = intent

**Grey text** = action

### 1. Introduction

#### ***Stored queries:***

[username] = users name inputted in the beginning

[rank] = rank of user

[favorite\_champion] = favorite champion of user

"Hello, I am PenguBot! I can chat with you about things related to Teamfight Tactics, an autobattler round-based PVP game where you draft champions from League of Legends. If you need help at any time, ask me "What can you do?". Feel free to share your rank, or favorite champion in the game., What is your name?"

#### **intro\_response**

Hello, my name is [username] /

My name is [username]

[username]

I am [username][.....]

I'm [username][.....]

**\*Creates new user profile, and store username\***

Hello [username]! Feel free to ask me questions about TFT.

Hi [username]! Don't hesitate to ask me anything about TFT.

Hello [username]! Ask me questions you have about TFT.

## 2. General Questions

*Greetings, casual conversation, options, no answer and more.*

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### **greeting**

Hi

Hey

Hello

Greetings

Yo

### **greeting response**

Hello, hope you are doing well!

Hi, hope you have a good day!

Hello!

Hi!

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### **Good\_morning**

good morning

morning

### **Good\_morning response**

Good morning!

Good morning! The birds are chirping, the sun is out, and... guess I'll play some TFT.

Morning! It's the perfect time to play TFT.

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### **goodbye**

see you later

goodbye

thank you for having me

Until next time

Bye bye

Bye

Cya

Take care

Farewell

### **goodbye response**

Goodbye! Thank you for chatting with me.

Bye bye!

See you later! Take care!

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### **creators**

Who made you

Who created you

Who developed you

Who were the people that made you

Where are you from

### **Creator response**

I was made by Meinhard Capucac and Hrithik Ochani.

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### **How\_are\_you**

How are you

How's it going

What's up

How are you doing

### **How are you response**

I'm doing good! I'm here to answer your TFT questions!

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My favorite champion, my favorite champ

### **user\_favorite\_champ**

My favorite champion, my favorite champ

My favorite champion is [favorite\_champion]su

My favorite champ is [\_\_\_\_\_]

**\*stores user's favorite champion\***

**user\_favorite\_champ response**

Nice! I like how your favorite champion is [favorite\_champion].

That's an interesting choice, I really like [favorite\_champion].

[favorite\_champion] is very cool!

**Favorite\_champ response**

Syndra

Nunu & Willump

Janna

Fiddlesticks

Urgot

Mordekaiser

Leona

Ultimate Ezreal

Gnar

Miss Fortune

Kai'Sa

Poppy

Garen

Ekko

Viego

Pantheon

Twisted Fate

Ezreal

Lucian

Sivir

Neeko

Lulu

Shen

Annie

Alistar

Rell

Pyke

Morgana

Samira

Nilah

Warwick

Sylas  
LeBlanc  
Aurelion Sol  
Ashe  
Blitzcrank  
Camille  
Yasuo  
Fiora  
Zac  
Renekton  
Jinx  
Lux  
Sona  
Riven  
Jhin  
Vayne  
Aatrox  
Bel'Veh  
Vex  
Nasus  
Wukong  
Gangplank  
Jax  
Lee Sin  
Malphite  
Vi  
Rammus  
Draven  
Kayle

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**bot\_favorite\_champ**

your favorite champion, your favorite champ, champion you like the best

What is your favorite champion?

Which champion do you like the best?

Which champ do you like the best?

**bot\_favorite\_champ response**



My favorite champion is Blitzcrank! He's a robot, just like me...

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### User\_rank

Contains: iron, bronze, silver, gold, platinum, diamond, grandmaster, challenger

My rank is [user\_rank]

I'm [user\_rank]

*\*stores user's rank\**

### User\_rank response

*Iron:* Everyone starts somewhere! Keep grinding and you can climb the ranks!

*Bronze:* Some of my friends are made of bronze, but that's not a bad rank to have!

*Silver:* Looks like you are silver! A few tips and studying, and you can climb in no time!

*Gold:* Looks like you are Gold! Most players lie here, a few tricks and cleaner gameplay will have you climb in no time! I'm here to help!

*Platinum:* Plat is where the games start to get a bit harder! Keep on playing and improving, I'm here to help!

*Diamond:* One more division till Masters! This is where things get a little harder. Keep playing and improving, and you'll make it there in no time!

*Master:* Whoa, you're Masters? That's awesome, you are in the top 1% of all players. Keep on playing and studying, and you'll climb greater heights in no time! I'm here to help!

*Grandmaster:* Wow, amazing... Hitting Grandmaster takes a lot of skill and patience, I am very proud of you! You are among the top 600 players in your region. You are almost Challenger, I know you can do it.

*Challenger:* Whoa... Being Challenger means you are among the best of the best in TFT. Congratulations! I need to ask you questions!

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### User\_name

[username]

What is my name?

My name is [username]

**User\_name response**

Your name is [username] with a stored rank of [user rank] and a stored favorite champion of [user favorite champion].

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