This project was built around pulling public player data from company Riot Games API for the game Team Fight Tactics. With the data gained multiple approaches were taken with different settings and parameters to create a neural network, to be able to suggest optimal approaches to playing the game. This was achieved by setting up a simulated space using PyTorch then letting setting up different training parameters and training the AI on a score system for reward and punishment, having its choice of tactics be compared to thousands of data points from similar situations in the professional players games to try and teach it correct behaviour and generate a neural network from that training to help teach new players to the game better approaches to playing, the future development was to also add a feedback element to this but time ran out and the project was placed to the side for the time being.

If you’re interested in having a play around with the project or building upon it yourself I’d be willing to add you to a branch of the full project repo just email me @ [josefwesley98@gmail.com](mailto:josefwesley98@gmail.com).

on that note if you do build upon and find success send me another email to see what has been done! (I still care about this project!!)