**Using Multinomial Naïve Bayes to Predict the Outcome of a *Slay The Spire* Run**

**Kent Torell**

**Introduction:**

*Slay The Spire* is a deck-building, rogue-like, turn-based role playing game that has been gaining popularity since it was first released as an early access game in November of 2017. The game is fairly difficult, with only about 20% of all runs achieving victory, and while a large portion of the success chance comes from tight gameplay an even larger portion comes down to luck and deck composition. This project focuses on predicting the outcome of the final fight of each run (which at the inception of the project was the Act 3 boss) based solely on the composition of the deck going into the fight. For this purpose the Multinomial Naïve Bayes model was chosen as the data has binary outcomes and the features are a sparse vectors of counts.

**Data:**

With permission from MegaCrit, the developers of *Slay The Spire,* I was able to obtain run data for approximately 188,000 runs. From these runs I only included runs that reached the boss of Act 3. This gave me about 30,000 runs with which to train and test a model.

While there is no actually limit to the number of cards that can go into the deck most runs usually have between 20 and 40 cards in them. The data that was provided for this project had runs consisting of card counts between 1 and 279 with an average deck size of 29.9 cards \*\*\*ADD BOX AND WHISKER HERE?\*\*\*. The features used for this project were the counts of cards in any given run. The number of cards implemented into the game when data was collected was 283; each card has an upgraded version as well, bringing the final count to 566 features.