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Project Constraints Essay

      One of the topical areas that constrains my project is the social aspect. Primarily, this project has an end goal of being a fun challenge for a rather dated video game. Ultimately if the bot is trained too well, then the odds of a player on the receiving end of a duel having fun are dramatically decreased, unable to physically react to a computer-like precision. Another aspect that could constrain the project is an ethical constraint. Team Fortress 2 is a seventeen-year-old game, during which there was a long time where a network of thousands of fully automated malicious aimbots were released onto public servers. Ethically I am unable to test this bot in a populated online environment, so as to not subject bystanders to a potentially unfair playing field. Finally, there is a security constraint. As mentioned previously, there are bad actors within the game's community who are willing to release malicious software into the game to ruin the experience of fellow players. I will have to keep this code out of the public space as to not allow malicious actors into possibly releasing my code upon unwilling participants.