

An Introduction to Backdropping in Match Builds

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1. Abstract

This paper will draw on information from the work "An End-to-End Match-Build for Model-Simulate-Compute." Some parts that are worth considering to know are the keywords agent, round, and match. In this paper, we will discuss a new component known as the backdrop in a match-build and present some examples of matches with this new feature. Essentially, backdropping is the ability to change the particular outcome of a match at that specific round by changing any round before up till that specific round through selection of a new card. The opponent will be set to that same exact round and responsible for playing what occurs in the match from there. Although the concept of backdropping seems rather simple, it does introduce a lot of new variations to show all possible combinations that a match could converge to. We assume in this paper, as a one time use and allows the losing side to perhaps, try a new strategy to have a chance at winning. This will be a short paper to introduce the concept as we will directly head into the matches that follow.

2. Match 1

Round 1	Wand-Hit X Harmful Aura
Round 2	Harmful Aura X Hephaestus
Round 3	Chamaleon X Fireblade
Round 4	Weakness X Brimstone Revenant
Round 5	Elemental Golem X Weakness
Round 6	Balance Of Power X Wyldfire
Round 7	Balance Of Power X Furnace
Round 8	Harmful Aura X Furnace
Round 9	Drought Attenuate X Fire-Trap
Round 10	Chamaleon X King Artorius
Round 11	Rainbow Serpent X Furnace
Round 12	Weakness X Immolate
Round 13	Rainbow Serpent X

This is a match where the balance v. fire. The outcome of this match is a loss for the fire wizard. However, with backdropping, it leads to a possibility to replay a match that can lead to a new outcome, either a win or a loss if played right. In this case, we see that the mess-up round for the fire is during round 2 where hephaestus is casted. The reason why is because this gives an extra buff for the balance to cast the chamaleon that can make use of the fire bubble. Another mess-up round is the king artorius cast, where a heal is placed on the fire wizard. Due to this, the rainbow serpent was casted to take advantage of that heal and convert that to a -60% weakness. By examining this match more closely, it is possible to take a look at which rounds to change and cast the backdrop for that particular round.