

BOT EXPERT SYSTEM

The project is about training an automated program to act like a real player. In video games We have pre-written, automated decoys(bots) which act like players. These decoys play a vital role to make new players learn about the game. So, they won't have any decision-making capabilities, with this project we are going to train these automated programs in such a way that they will make decision like a real human player

This project is basically building an expert system where the data is being collected from the various experts of the game. Here in our case, we are going to implement this system on one of the most popular battle royale game ,Free Fire.

This project will have 3 phases

- Detecting the role and experience of opponent
- Detecting opponent's next move
- Decision Making based on above 2 phases (the move to fight opponent)

At first, I built a prototype using multi-layer perceptron classification for the first phase and it had procured an accuracy of 92%

In the next phase, I am collecting video graphic training data to train our model. I am using CNN, as our deployment phase will be linked with graphics.

As an online game, the game will be hosted on servers. These servers will have few default accounts with the pre-written commands. We are going to replace this automated system with our model, So that they can behave like a real player.