RECOMMENDATIONS FOR HERO SELECTION IN THE MOBILE LEGENDS GAME USING AN APPLICATION-BASED GREEDY ALGORITHM

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ABSTRACT

Mobile Legends is a mobile game with the multiplayer online battle arena (MOBA) genre developed by a company from China, namely Moonton. MOBA is generally played with a 5 vs 5 battle system where teamwork is very important in this game. This game has many characters who are usually called heroes and are divided by role, namely tank, fighter, nstrume, marksman, mage, and support, sixth. Hero selection is one of the complexities in the Mobile Legends game, using the right hero will increase the winning percentage when playing this game. Then how to design a system to recommend the right hero to face the opponent's hero using the application of a greedy algorithm. The aim of this project is to develop an application design that can recommend the use of appropriate heroes to fight opposing heroes in the Mobile Legends game using filtering techniques. In this application, a system will be created that can recommend what heroes should be used based on the hero chosen by the opponent. The way this application works is by entering a selection of enemy heroes and then it will display several recommended heroes. The research method used was observation and unstructured interviews as data collection instruments. The observation medium for this research is the Mobile Legends game and the sample from this research interview is a Mobile Legends team that is active at Yogyakarta University of Technology. The data obtained is divided into three, namely hero data, hero combos and counter hero data. The results of this research are in the form of an application that can provide hero recommendations to use when playing Mobile Legends games.

Keywords: Greedy algorithm, MOBA, mobile application