

Phil Dontje & David Walker
mentor: Dr. Ruth Vanderpool
SAMURS Spring 2023
29MAY23

Abstract

Team Fortress Two is an online multiplayer first person shooter video game that was first released on the STEAM platform in 2007. Since then, it has remained an extremely popular game for the platform. The goal of the game is to capture points by defeating the enemy's base. This project looks to analyze the metrics of success in a game of 6 versus 6. We first looked at which classes of characters were the best, and then looked at when those characters performed better, to see if that was a metric of success. We did this using Topological Data Analysis (TDA), which is applied algebraic topology. We sorted through 30,000 game logs to make some interesting conclusions.