

Previous Works; Format: Name, [Importance], Link

- A Behavior Analysis-Based Game Bot Detection Approach Considering Various Play Styles, [MMORPG, Algorithms], <https://arxiv.org/pdf/1509.02458.pdf>
- Multimodal game bot detection using user behavioral characteristics, [Pipeline, Results], <https://springerplus.springeropen.com/articles/10.1186/s40064-016-2122-8#:~:text=Server%2Dside%20detection%20methods%20are,method%20for%20detecting%20game%20bots.>
- Bot Detection in Online Games, [Server-side, Client-side], <https://umm-csci.github.io/senior-seminar/seminars/fall2013/Lee.pdf>
- How to Compare Machine Learning Models and Algorithms, [Machine Learning, Compare Model], <https://neptune.ai/blog/how-to-compare-machine-learning-models-and-algorithms>
- CIFAKE: Image Classification and Explainable Identification of AI-Generated Synthetic Images [Classification, Machine Learning], <https://doi.org/10.1109/ACCESS.2024.3356122>
 - o (Our problem is conceptually similar to that of another well-researched area of differentiating real versus AI-generated content. Perhaps we could learn from their techniques and approaches to the issue.)
- FakeSpotter: A Simple yet Robust Baseline for Spotting AI-Synthesized Fake Faces [Pattern Recognition, Machine Learning], <https://doi.org/10.48550/arXiv.1909.06122>
- Deep learning and multivariate time series for cheat detection in video games [CNN, Multivariate Time Series, Aimbot] <https://link.springer.com/article/10.1007/s10994-021-06055-x>
- Mario Reinforcement Learning Implementation, [MARIO, DRL], <https://www.kaggle.com/code/ratthachaneut/aic502-mario-rl>
- Classification of Humans and Bots in Two Typical Two-player Computer Games, [Detection, Turing Test], <https://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=8463277>
- Turing Test Framework for Cooperative Games, [Turing Test, Framework, Github], <https://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=9893684>, <https://github.com/bic4907/Multiplayer-TuringTest>
- Super Mario Bros C, [MARIO, C], <https://github.com/MitchellSternke/SuperMarioBros-C>

- Intelligent and Adaptive Web Data Extraction System Using Convolutional and Long Short-Term Memory Deep Learning Networks, [SCRAPER, CNN],
<https://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=9523501>
- <https://liminalbits.com/article/dotabots.html>
- User Identification through Hidden Markov Model-based Touch Keystroke Dynamics, [HMM, User Identification],
<https://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=10162120>
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Memory

[AimTux/src/Hacks/aimbot.cpp at master · AimTuxOfficial/AimTux \(github.com\)](#)

[cheat-engine/DBKKernel/memscan.h at master · cheat-engine/cheat-engine \(github.com\)](#)