# Wallhack Cheat Classification Untuk Game FPS Menggunakan YOLOv8

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This Journal explores the development and evaluation of a cheating detection system for video games using YOLOv8 and several classification models including SVM, Naive Bayes, Decision Tree, and K-means. Detecting cheating in video games is crucial as it can undermine the gaming experience and reduce the quality of the player community. The system was designed to address the challenges of detecting various types of cheating and to mitigate overfitting issues in the detection models. Experimental results indicate that YOLOv8 performs well with a precision of 1.00 for the cheat class and 0.65 for the clean class without augmentation, and improves to 1.00 and 0.77 with data augmentation. SVM and Naive Bayes models also show performance improvements with augmentation, while Decision Tree and K-means did not yield satisfactory results. Overall, data augmentation significantly enhances the performance of cheating detection.

Keywords: cheat detection, YOLOv8, data augmentation, SVM, Naive Bayes, video