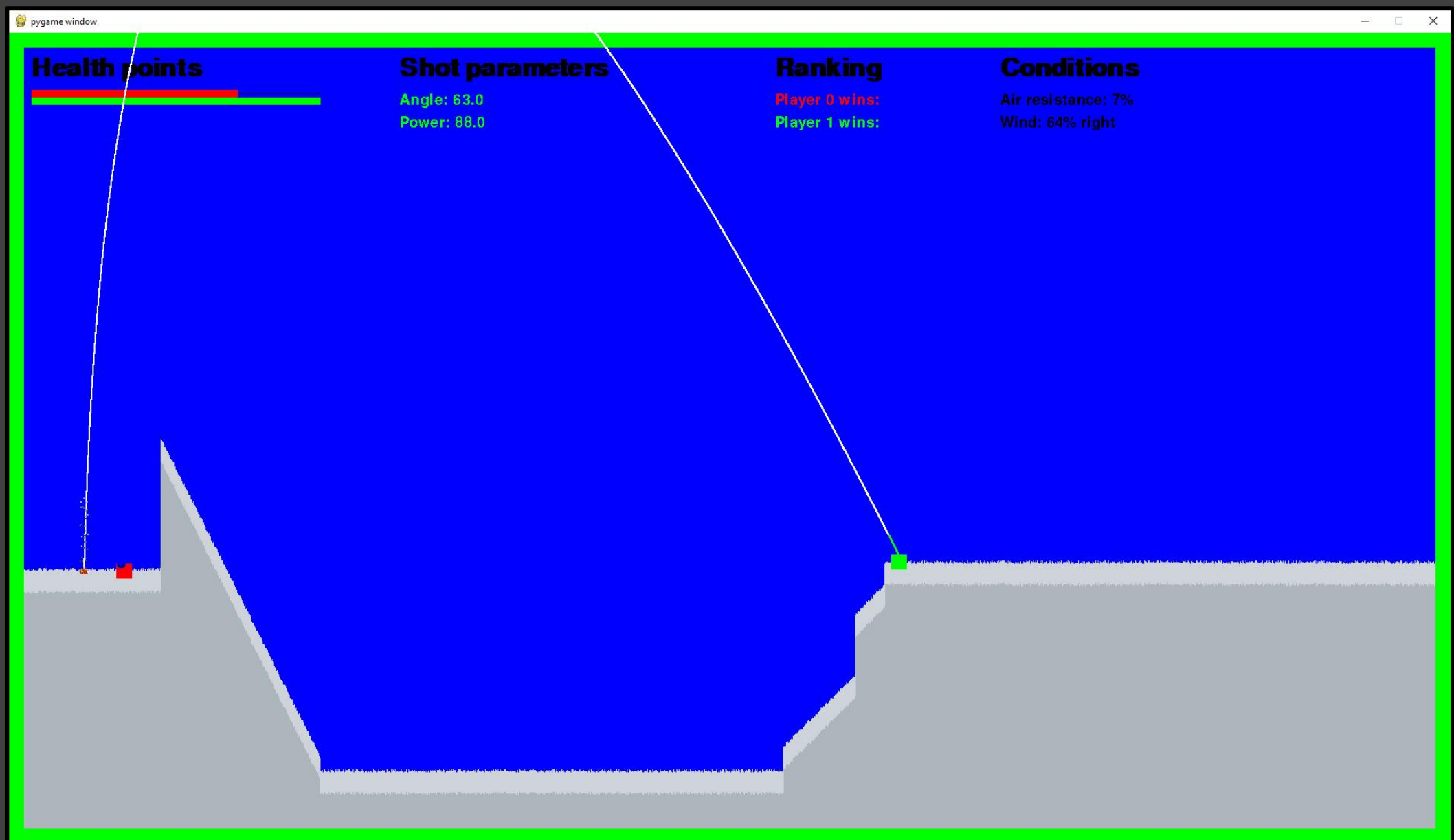


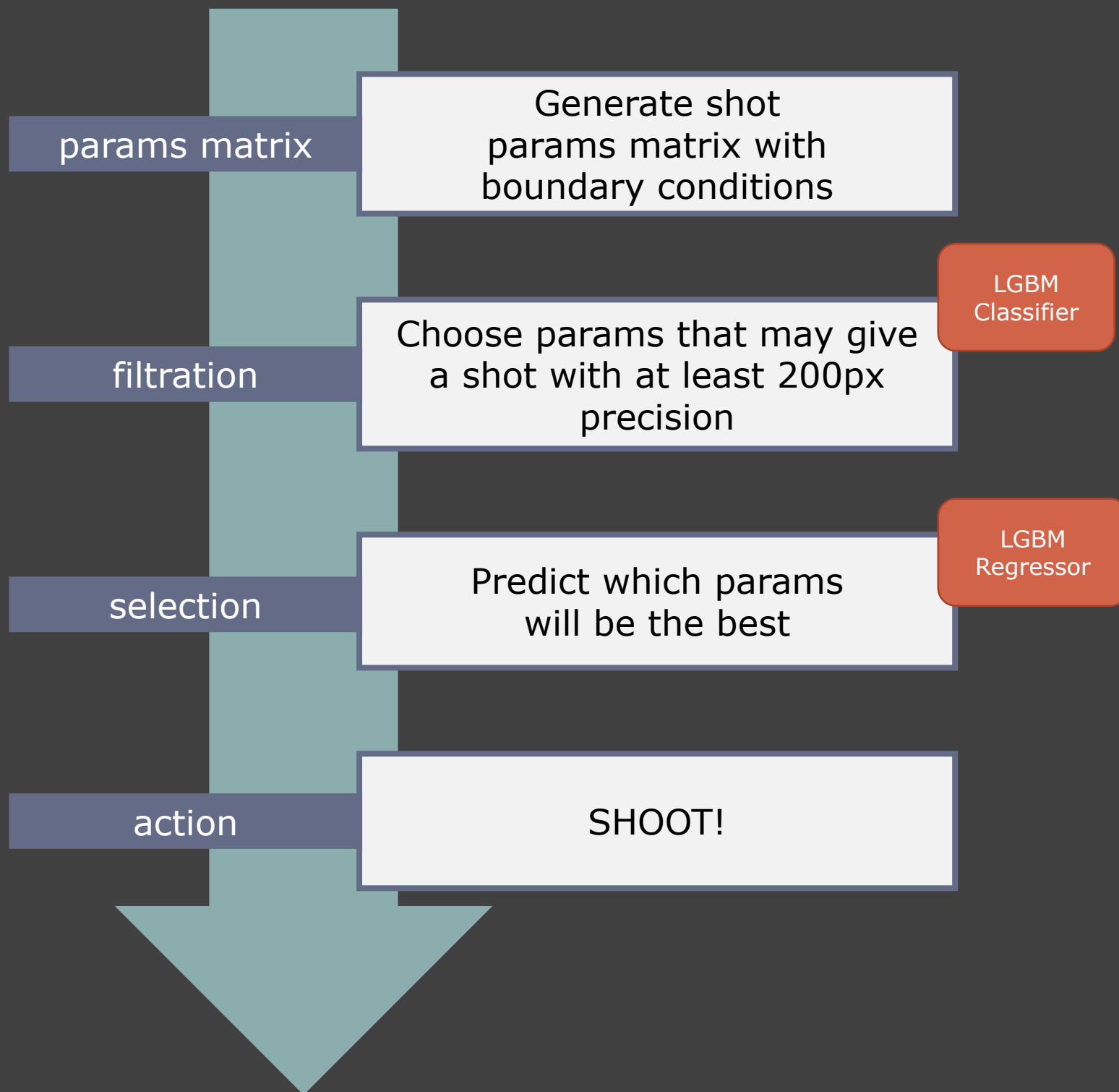
LGBM Tanks

Python + pygame + LightGBM



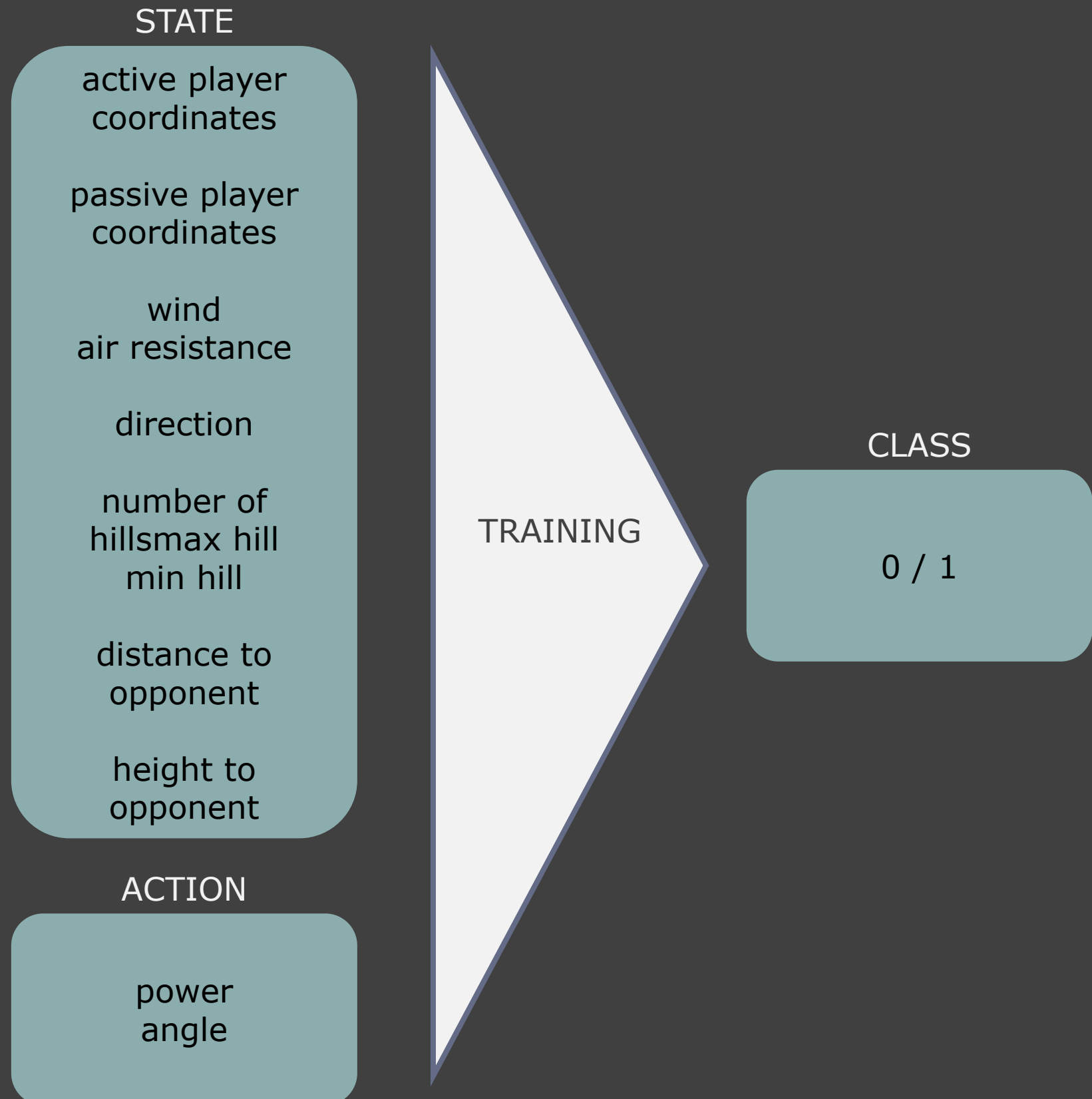
SHOT ENGINE

How to choose best power and angle?



LGBM Classifier

Choose params that make a shot at least ~200px precision



LGBM Regressor

For every state-action pair predict the distance
between shot result and opponent's center

