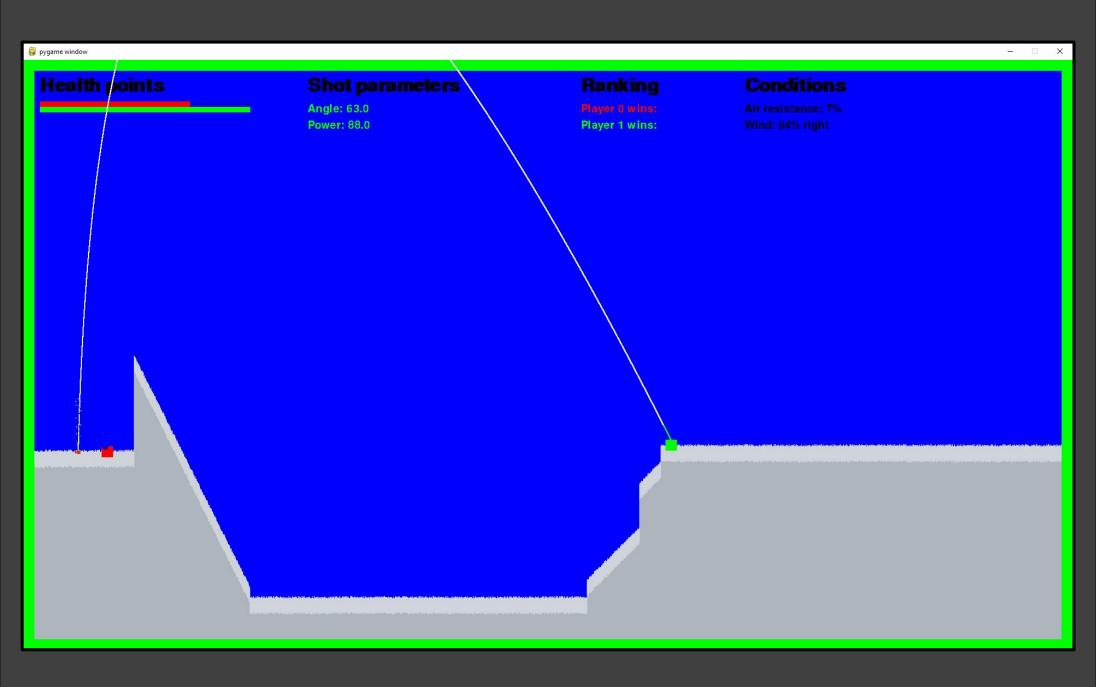
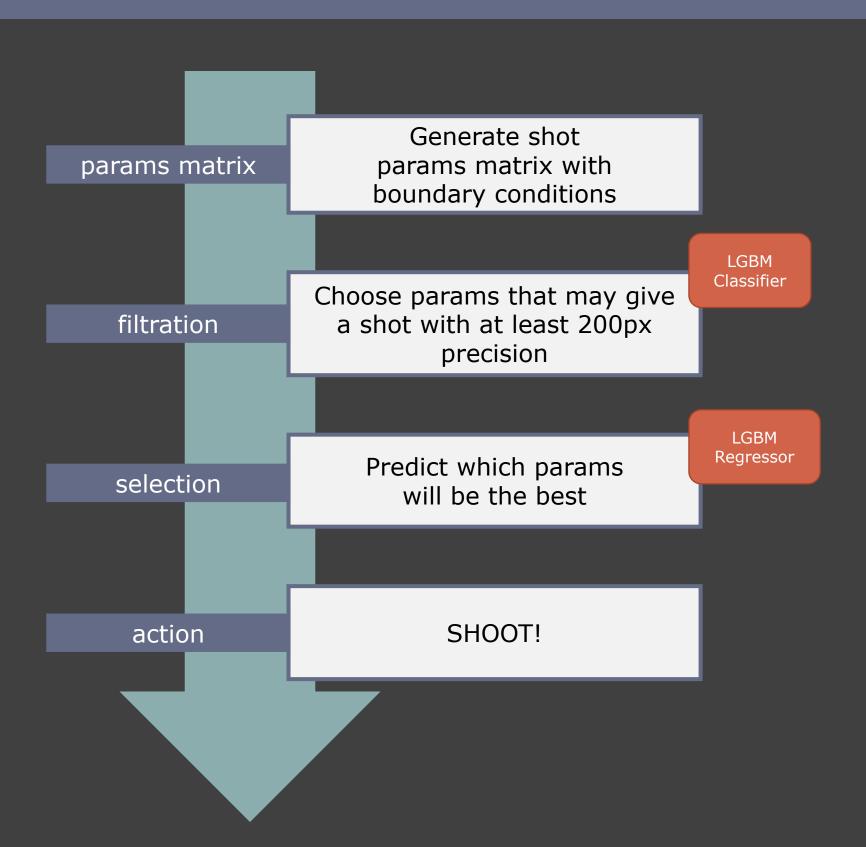
LGBM Tanks Python + pygame + LightGBM



SHOT ENGINE How to choose best power and angle?



LGBM Classifier

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

STATE

active player coordinates

passive player coordinates

wind air resistance

direction

number of hillsmax hill min hill

distance to opponent

height to opponent

ACTION

power angle

CLASS

TRAINING

0 / 1

LGBM Regressor

For every state-action pair predict the distance

between shot result and opponent's center

STATE

active player coordinates

passive player coordinates

wind air resistance

direction

number of hillsmax hill min hill

distance to opponent

height to opponent

ACTION

power angle

TRAINING

DISTANCE