Rocket League Agent

Stage 1 (analysis)

Problem definition and planning:

We will create a bot that can play rocket league, rocket league is a game where Player’s work with their team to advance the ball down the field, and score goals in their opponents’ net. Rocket League is a technical game which involves both high-level dexterity and fast-paced gameplay. While one of the most welcoming elements of the game is its accessibility and familiarity with traditional sport (soccer), the best players are highly advanced and have fine-tuned their mechanics.

The bot will be able to perceive the environment (Playground) to Win by trying to score goals, not concede much goals and trying to play game intelligently .

Environment type:

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| --- | --- |
| The playground (Environment) is fully accessible | Fully Observable |
| (For now) | Stochastic |
| shooting decision (Future action) depends on positioning (Previous action) | Sequential |
| Ball is moving and other agents are moving | Dynamic |
| there are no discrete positions agents can move freely within the pitch | Continuous |
| many agents working together | Multiagent |

Agent Type: Goal Based Agent

PEAS:

|  |  |
| --- | --- |
| Winning the match by scoring more goals and concede less goals | Performance measure |
| Playground / Ball / Boost / other cars | Environment |
| Car (Wheels and motor) | Actuator |
| Boost count / Camera to monitor other position | Sensors |