Tactile

Lily's Garden Level playing agent

technology empowers us • details matter • trust keeps us lean
results must be validated • everyone counts

Lily's Garden's gameplay

Match 3 game:

Lily's Garden Level playing agent

- Unity ML Agents
- 13x9 game board
- 4 collect goals
- 13x9 + 4 = 121 observations
- 1 Action; tile index
- Simulation runs headless, ie no graphics
- 10 agents per unity frame step
- Rewards for:
    - valid moves
    - collectgoals
    - completing level
- Penalties for:
    - Invalid moves, ie clicking a non matching piece
    - No moves left

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Results:

- ~ 100000 Steps
- 75 mins
- 11 Agents simulated simultaneously
- One level used fixed seed
- Best result: 98 % completed level
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Results

See Video :)

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