Project agents minecraft

Machine Learning

ITESM QRO

Juan Carlos Cabrera Vega A01702008

## Objetive:

The objective of the agent in minecraft, is to show an autonomous interaction with certain commands. In this case, it is focused on being a guardian that is capable of defending a safe zone and finding some objects.

## Installation:

Clone repository

Npm install

Or

Dependences with:

## Librareis

* [Mineflayer](https://github.com/PrismarineJS/mineflayer/blob/master/docs/api.md)
  + Create Minecraft bots with a powerful, stable, and high level JavaScript API
* [mineflayer-pathfinder](https://github.com/PrismarineJS/mineflayer-pathfinder)
  + Make your bot go to any location automatically
* [mineflayer-pvp](https://github.com/PrismarineJS/mineflayer-pvp)
  + it easier to manage PVP and PVE actions.
* [mineflayer-armor-manager](https://github.com/PrismarineJS/MineflayerArmorManager)
  + that makes bot automatically equip better armor.
* [mineflayer-navigate](https://github.com/PrismarineJS/mineflayer-navigate)
  + A library to help your mineflayer bot navigate

Wiki Mineflayer:

* [Api](https://github.com/PrismarineJS/mineflayer/blob/master/docs/api.md)

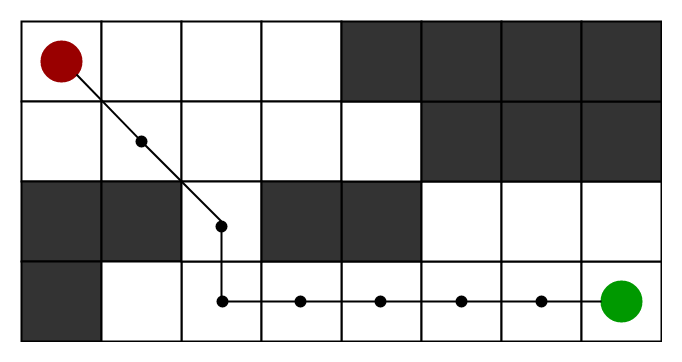
## Evidence:

Repository ([Link](https://github.com/JuanCarlosCV/-guardian-agent-minecraft))

Agent Video ([Youtube](https://youtu.be/te8nnIWLXxQ))

Algorithms in agent:

A-Star.- is a graph traversal and path search algorithm



## Agent flow

Texto

Descripción generada automáticamente con confianza media

## Descriptions commands

Imagen que contiene Diagrama

Descripción generada automáticamente

## Command: guard

Interfaz de usuario gráfica, Texto

Descripción generada automáticamente

## Command: fight me

Texto

Descripción generada automáticamente

## Command: arrive

Interfaz de usuario gráfica, Aplicación

Descripción generada automáticamente

## Command: Follow

Descripcion:

Interfaz de usuario gráfica, Aplicación

Descripción generada automáticamente

## Command: searchBlock

Texto

Descripción generada automáticamente

## Command:goto

Interfaz de usuario gráfica, Texto, Aplicación

Descripción generada automáticamente

References

<https://github.com/PrismarineJS/mineflayer/blob/master/docs/api.md>

<http://theory.stanford.edu/~amitp/GameProgramming/AStarComparison.html>

<https://github.com/PrismarineJS/mineflayer-pathfinder>