3rd AI and Games Summer School Game AI Jam:

- CHANGE -Main Menu

Intent and Act

Escort Human

Win, get cake?

TeamAl Dungeon

Quit

Credits:

LJ Arendse, Christian Cecconi, Anna Dollbo, Vladyslav Ieliashevskyi, and Björn P Mattsson.

CHANGE

Team Members

- LJ Arendse (@LJArendse) >=
- Christian Cecconi (@ChristianCecconi)
- Anna Dollbo (@dollbo) #
- Björn P Mattsson (@Plankton555) 🕶
- Vladyslav leliashevskyi (@vieliashevskyi)

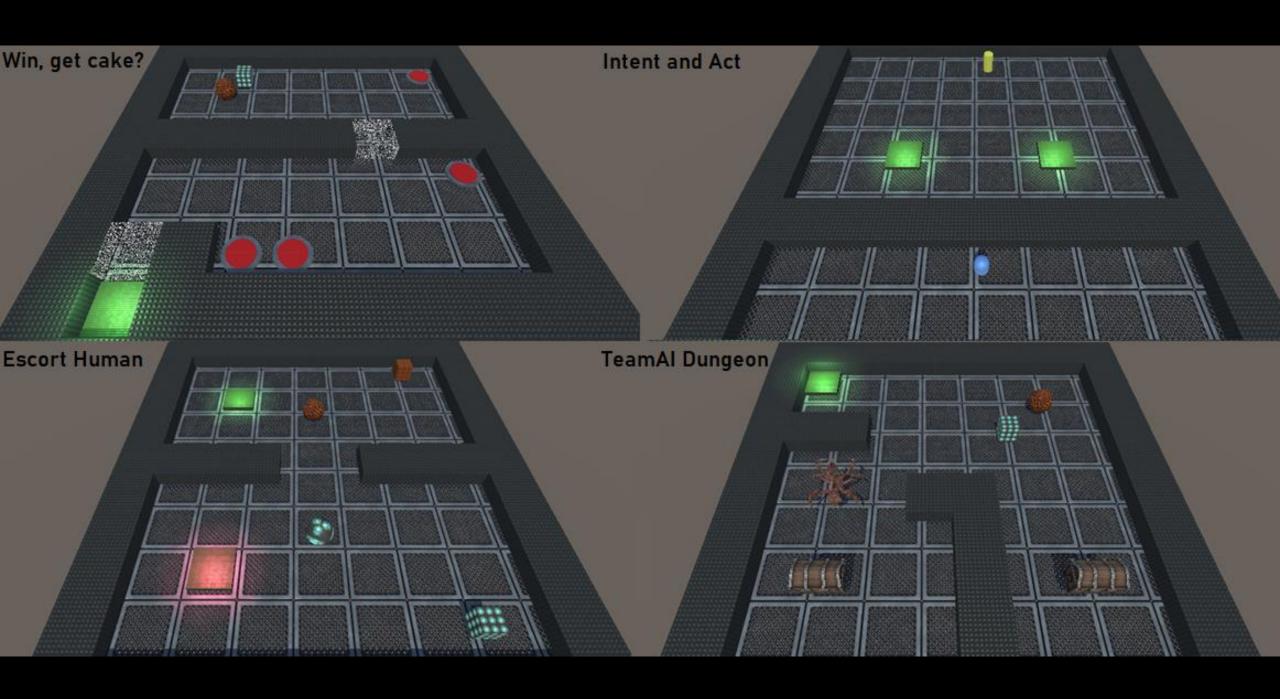
What is CHANGE?

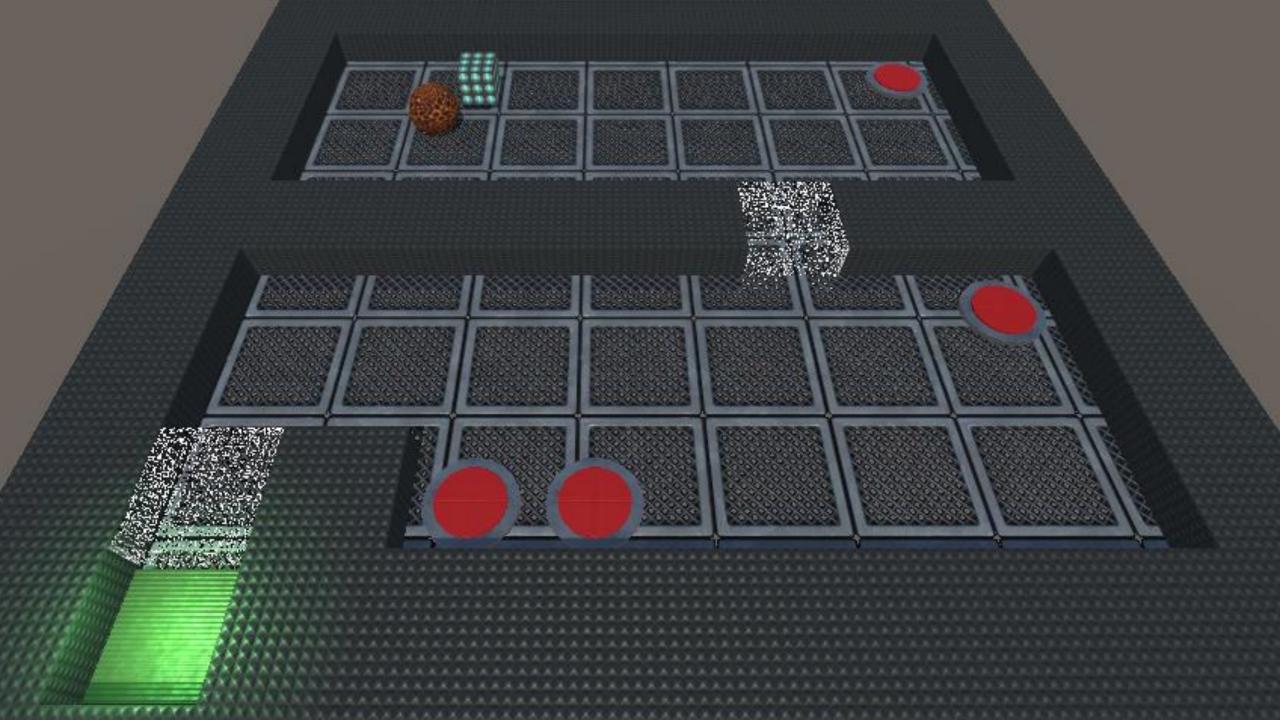
Collaborative Human Al NPC Game Environment - is a testbed for development of Human-Al collaboration inside sandboxed game environment. Each of the presented environments enforces dependency on the Al-companion agent. In other words, the human needs the help of the Al agent to proceed. Furthermore, each problem solving collaborative game environment has:

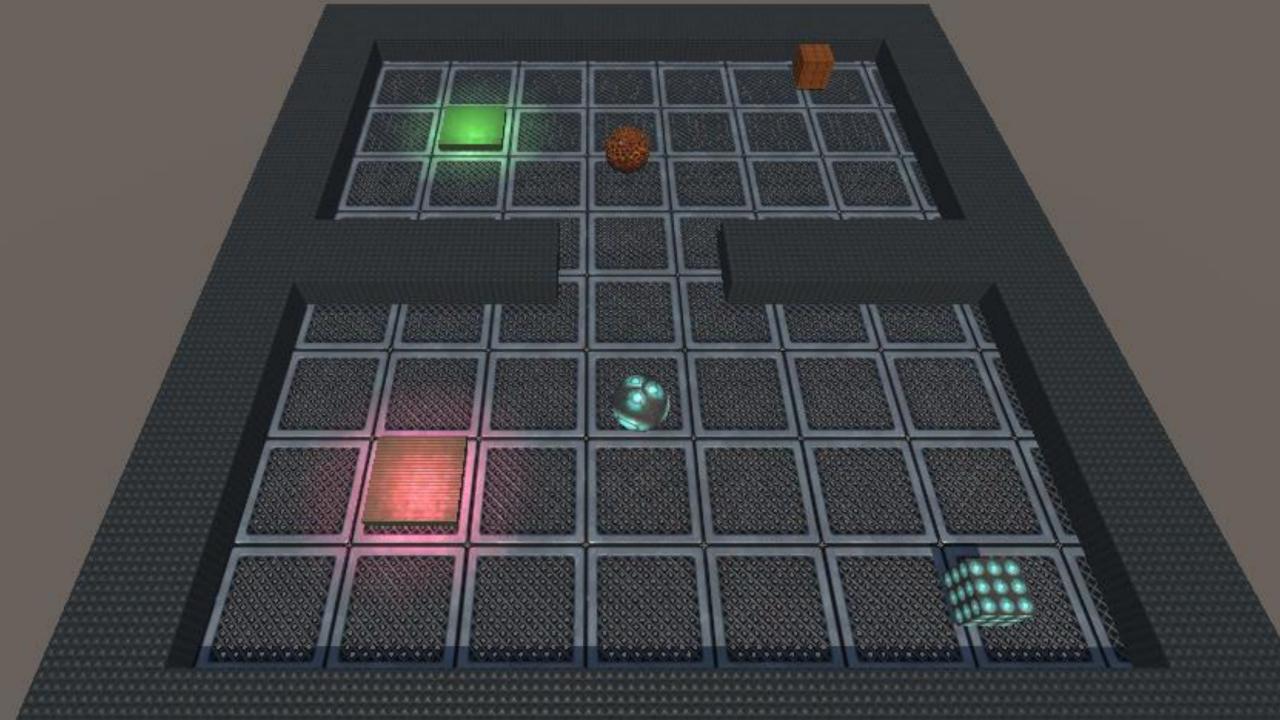


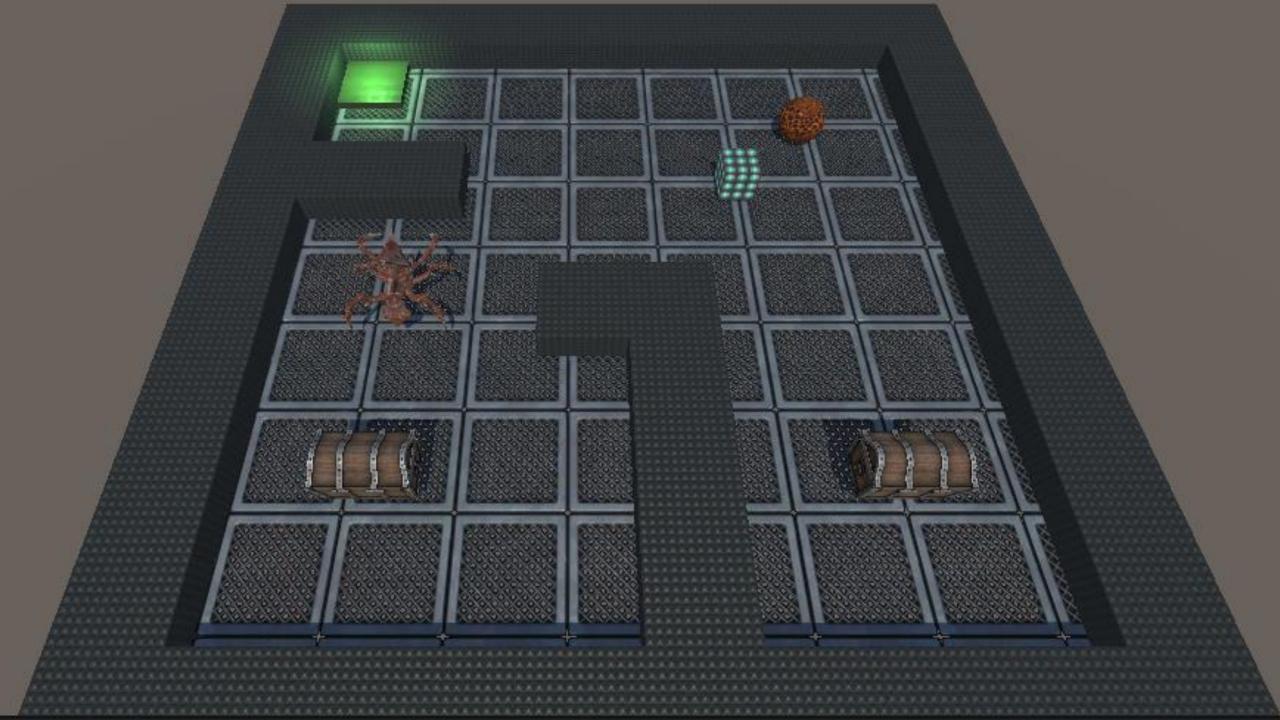


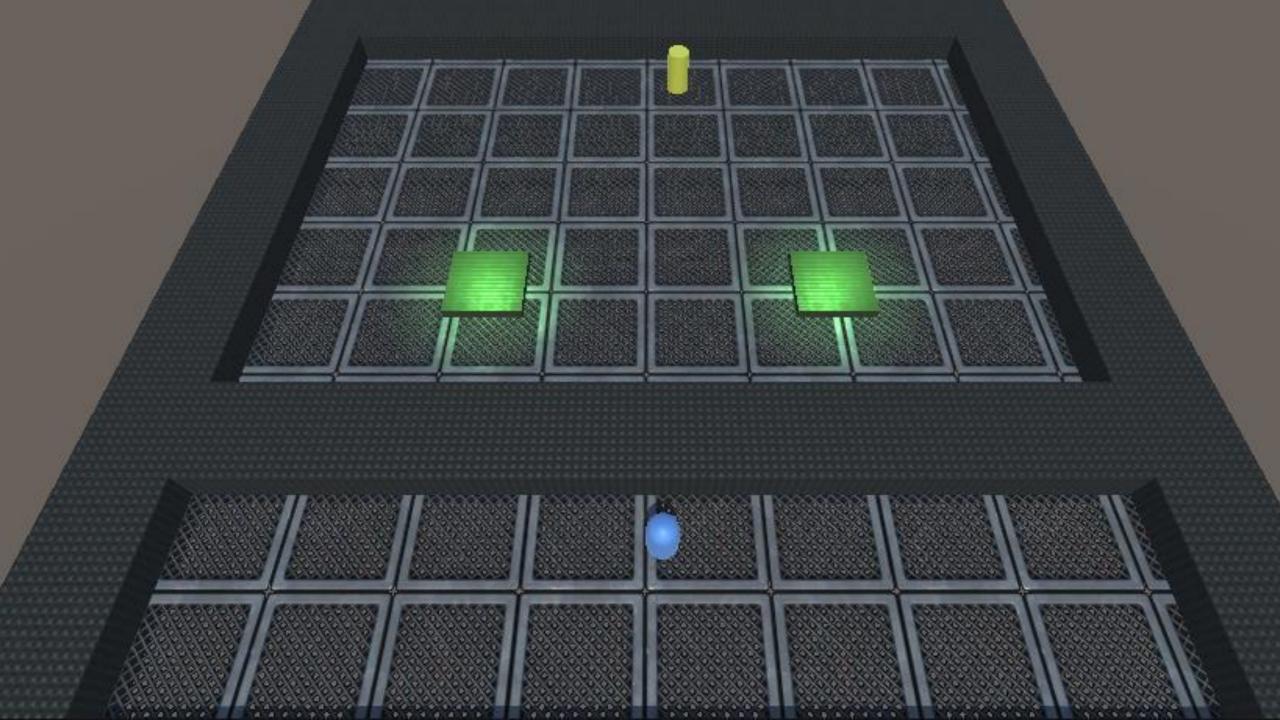


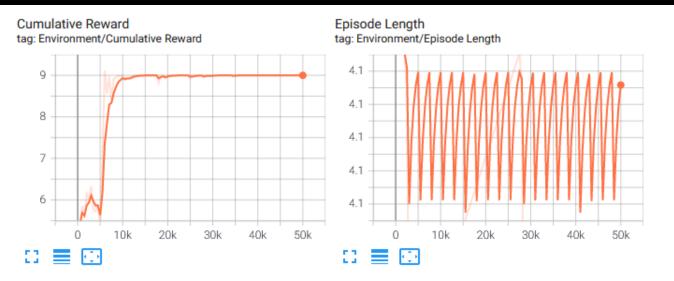




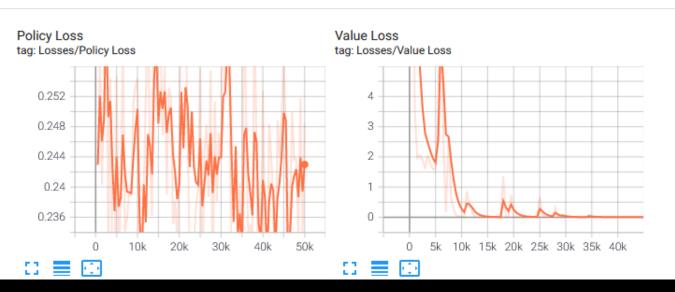




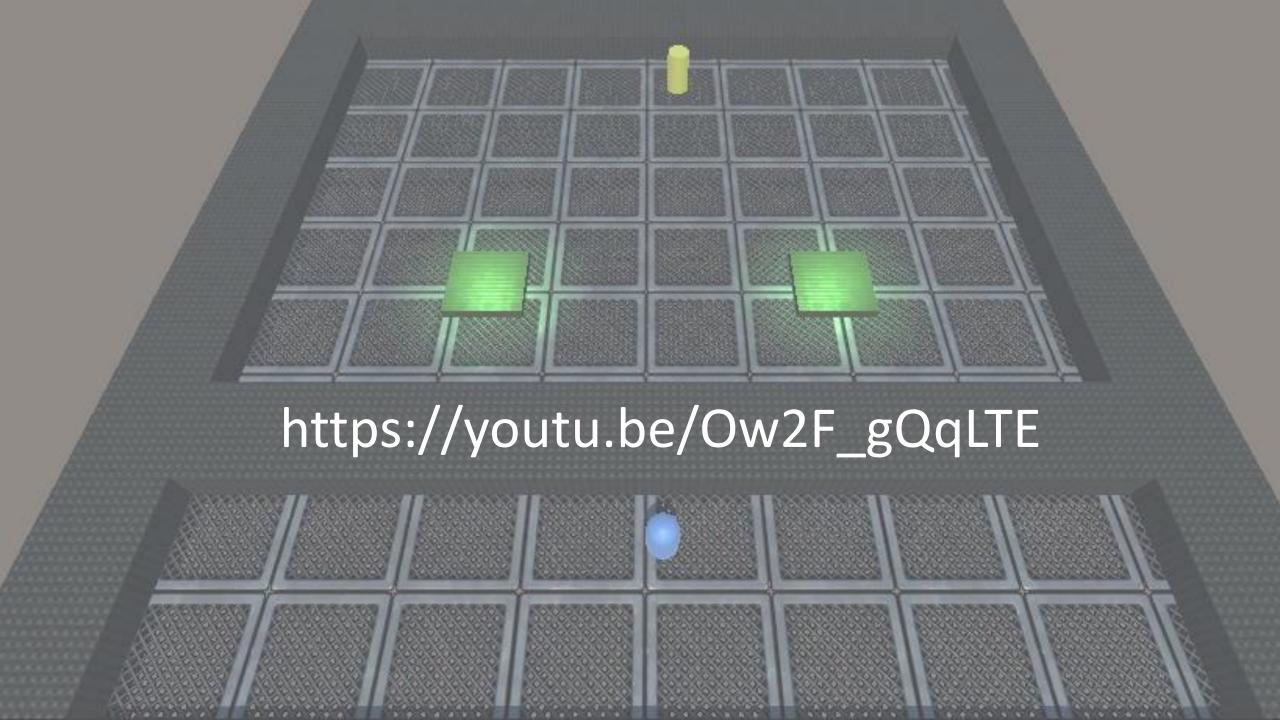




Losses



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INCENCENCENTRY MARKET. SCEP. 200. Time Elapsea. 13.799 S. Weak Memara. 3.702. Scalor Memara. 3.700%. Trainting.
      IntentPredictingAgent, Step: 1000, Time Elapsed: 21,775 s. Mean Reward: 5.860, Std of Reward: 3.047, Training
      IntentPredictingAgent. Step: 1500. Time €lapsed: 27.668 s. Mean Reward: 5.557. Std of Reward: 3.163. Training
      IntentPredictingAgent, Step; 2000, Time Elapsed; 33,480 s. Mean Reward; 6,151, Std of Reward; 2,913, Training,
      IntentPredictingAgent. Step: 2500. Time Elapsed: 39.422 s. Mean Reward: 6.039. Std of Reward: 2.898. Training
      IntentPredictingAgent. Step: 3000. Time Elapsed: 45.320 s. Mean Reward: 6.328. Std of Reward: 2.905. Training
      IntentPredictingAgent, Step: 3500, Time Elapsed: 51,283 s. Mean Reward: 5,757, Std of Reward: 2,973, Training
      IntentPredictingAgent. Step: 4000. Time Elapsed: 57.212 s. Mean Reward: 5.723. Std of Reward: 2.822. Training
      IntentPredictingAgent. Step: 4500. Time Elapsed: 63.030 s. Mean Reward: 5.875. Std of Reward: 2.879. Training
      IntentPredictingAgent. Step: 5000. Time Elapsed: 68.919 s. Mean Reward: 5.289. Std of Reward: 2.844. Training
      IntentPredictingApent, Step: $500, Time Elapsed: 74,772 s. Mean Reward: 6.987, Std of Reward: 2.780, Training
      IntentPredictingAgent, Step: 6000, Time Elapsed: 80.696 s. Mean Reward: 9.117. Std of Reward: 3.340. Training.
      IntentPredictingAgent. Step: 6500. Time Elapsed: 86.693 s. Mean Reward: 8.562. Std of Reward: 1.501. Training
      IntentPredictingAgent, Step: 7000, Time Elapsed: 92.639 s. Mean Reward: 8.975, Std of Reward: 0.244, Training,
      IntentPredictingAgent, Step: 7500, Time Elapsed; 98.608 s. Mean Reward; 8.401, Std of Reward; 2.016, Training,
      IntentPredictingAgent, Step: 8000, Time Elapsed: 104,503 s. Mean Reward: 8,922, Std of Reward: 0,763, Training
      IntentPredictingAgent, Step: 8500, Time Elapsed: 110.386 s. Mean Reward: 8,940, Std of Reward: 0.581, Training
      IntentPredictingAgent, Step: 9000, Time Elapsed: 116.332 s. Mean Reward: 8,999, Std of Reward: 0.000, Training
      IntentPredictingAgent, Step: 9500, Time Elapsed; 122,208 s. Mean Reward; 8,975, Std of Reward; 0,244, Training
       IntentPredictingAgent. Step: 10000. Time Elapsed: 128.093 s. Mean Reward: 8.999. Std of Reward: 0.000. Training
      IntentPredictingAgent. Step: 10500. Time Elapsed: 133.876 s. Mean Reward: 8.881. Std of Reward: 0.817. Training
      IntentPredictingAgent. Step: 11000. Time Elapsed: 139.763 s. Mean Reward: 8.940. Std of Reward: 0.581. Training
      IntentPredictingAgent. Step: 11500. Time Elapsed: 145.754 s. Mean Reward: 8.922. Std of Reward: 0.763. Training
      IntentPredictingAgent. Step: 12000. Time Elapsed: 151.716 s. Mean Reward: 8.975. Std of Reward: 0.244. Training
      IntentPredictingAgent. Step: 12500. Time Elapsed: 157.657 s. Mean Reward: 8.999. Std of Reward: 0.000. Training
      IntentPredictingAgent, Step: 13000, Time Elapsed: 163.540 s. Mean Reward: 8.999, Std of Reward: 0.000, Training
      IntentPredictingAgent, Step: 13500, Time Elapsed: 169.560 s. Mean Reward: 8,999, Std of Reward: 0,000, Training
      IntentPredictingAgent. Step: 14000. Time Elapsed: 175.575 s. Mean Reward: 8.999. Std of Reward: 0.000. Training
      IntentPredictingAgent. Step: 14500. Time Elapsed: 181.522 s. Mean Reward: 8.999. Std of Reward: 0.000. Training
      IntentPredictingAgent. Step: 15000. Time Elapsed: 187.554 s. Mean Reward: 8.999. Std of Reward: 0.000. Training
      IntentPredictingAgent, Step: 15500, Time Elapsed: 193.521 s. Mean Reward: 8.999, Std of Reward: 0.000, Training
      IntentPredictingAgent, Step: 16000, Time Elapsed: 199,499 s, Mean Reward: 8,999, Std of Reward: 0,000, Training
      IntentPredictingAgent. Step: 16500. Time Elapsed: 205.649 s. Mean Reward: 8.999. Std of Reward: 0.000. Training
      IntentPredictingAgent. Step: 17000. Time Elapsed: 211.823 s. Mean Reward: 8.999. Std of Reward: 0.000. Training
      IntentPredictingAgent. Step: 17500. Time Elapsed: 218.105 s. Mean Reward: 8.999. Std of Reward: 0.000. Training
      IntentPredictingAgent, Step; 18000, Time Elapsed; 225,435 s. Mean Reward; 8,822, Std of Reward; 1,082, Training
       IntentPredictingApent, Step: 18500, Time Elapsed: 233,200 s. Mean Reward: 8,999, Std of Reward: 0,000, Training
      IntentPredictingAgent. Step: 19000. Time Elapsed: 239.798 s. Mean Reward: 8.999. Std of Reward: 0.000. Training
      IntentPredictingAgent, Step: 19500, Time Elapsed: 246.754 s. Mean Reward: 8.922, Std of Reward: 0.763, Training
      IntentPredictingAgent, Step: 20000, Time Elapsed: 253.314 s. Mean Reward: 8,999, Std of Reward: 0,000, Training
      IntentPredictingAgent, Step: 20500, Time Elapsed: 259.683 s. Mean Reward: 8.999, Std of Reward: 0.000, Training
      IntentPredictingAgent. Step: 21000. Time Elapsed: 266.237 s. Mean Reward: 8.999. Std of Reward: 0.000.
      IntentPredictingApent, Step: 21500, Time Elapsed: 272,737 s. Mean Reward: 8,999, Std of Reward: 0,000,
      IntentPredictingAgent, Step: 22000, Time Elapsed: 279,210 s. Mean Reward: 8,999, Std of Reward: 0,000, Training
      IntentPredictingAgent. Step: 22500. Time Elapsed: 285.680 s. Mean Reward: 8.999. Std of Reward: 0.000. Training
      IntentPredictingAgent, Step: 23000, Time Elapsed: 292,271 s. Mean Reward: 8,999, Std of Reward: 0,000, Training
      IntentPredictingAgent. Step: 23500. Time Elapsed: 298.862 s. Mean Reward: 8.999. Std of Reward: 0.000. Training
      IntentPredictingAgent, Step: 24000, Time Elapsed: 305,509 s. Mean Reward: 8,999, Std of Reward: 0,000, Training
      IntentPredictingAgent. Step: 24500. Time Elapsed: 312.027 s. Mean Reward: 8.999. Std of Reward: 0.000. Training
      IntentPredictingAgent. Step: 25000. Time Elapsed: 318.597 s. Mean Reward: 8.922. Std of Reward: 0.763. Training
      IntentPredictingAgent, Step; 25500, Time Elapsed; 325,105 s, Mean Reward; 8,975, Std of Reward; 0,244, Training
      IntentPredictingApent, Step: 26000, Time Elapsed: 331,692 s. Mean Reward: 8,999, Std of Reward: 0,000, Training
[INFO] IntentPredictingAgent. Step: 26500. Time Elapsed: 338.243 s. Mean Reward: 8.999. Std of Reward: 0.000. Training
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Intent and Act

Escort Human

Win, get cake?

TeamAl Dungeon

Quit

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