

Name: Marcel Pratikto

Project Title: AI Gamer

Team Members:

1. Marcel Pratikto

Overall Status:

Progress

40%

Number of hours worked since last update: 9

Number of hours worked on the project thus far: 63

Total number of hours anticipated for completion: 130

Accomplishments:

time_elapsed												
A	B	C	D	E	F	G	H	I	J	K	L	
time_elapsed	ball_detected	ball_x	ball_y	ball_width	joystick_x	joystick_y	RT_intensi	LT_intensi	btn_X	btn_A	btn_B	
0.5675530433654785	FALSE	-1	-1	-1	0	0	0	0	0	0	0	
0.7782816886901855	FALSE	-1	-1	-1	0	0	0	0	0	0	0	
0.9685959815979004	FALSE	-1	-1	-1	0	0	0	0	0	0	0	
1.157393217086792	FALSE	-1	-1	-1	0	0	0	0	0	0	0	
1.3470478057861328	FALSE	-1	-1	-1	0	0	0	0	0	0	0	
1.5325877666473389	FALSE	-1	-1	-1	0	0	0.996094	0	0	0	0	
1.7249228954315186	FALSE	-1	-1	-1	0.333313	0	0.996094	0	0	0	0	
1.9103987216949463	FALSE	-1	-1	-1	0.003906	0	0.996094	0	0	0	0	
2.1009140014648438	FALSE	-1	-1	-1	0.003906	0	0.996094	0	0	0	0	
2.2958486080169678	FALSE	-1	-1	-1	0.764679	0	0.996094	0	0	0	0	
2.489729166030884	FALSE	-1	-1	-1	0.003906	0	0.996094	0	0	0	0	
2.674454927444458	FALSE	-1	-1	-1	0.003906	0	0.996094	0	0	0	0	
2.8687527179718018	FALSE	-1	-1	-1	-0.1608	0	0.996094	0	0	0	0	
3.0533156394958496	FALSE	-1	-1	-1	-0.30981	0	0.996094	0	0	0	0	
3.243171215057373	FALSE	-1	-1	-1	-0.08237	0	0.996094	0	0	0	1	
3.4329404830932617	FALSE	-1	-1	-1	-0.04315	0	0.996094	0	0	0	1	
3.6226515769958496	FALSE	-1	-1	-1	-0.29413	0	0.996094	0	0	0	1	
3.8099846839904785	FALSE	-1	-1	-1	0.003906	0	0.996094	0	0	0	1	
3.998427391052246	FALSE	-1	-1	-1	-0.00394	0	0.996094	0	0	0	0	
4.189447641372681	FALSE	-1	-1	-1	0.278412	0.105865	0.996094	0	0	0	0	
4.379533052444458	FALSE	-1	-1	-1	-1	-0.06668	0.996094	0	0	0	0	
4.575453758239746	FALSE	-1	-1	-1	0.003906	0.003906	0.882813	0	0	0	0	
4.770371913909912	FALSE	-1	-1	-1	0.003906	0.003906	0.976563	0	0	0	0	
4.959737300872803	FALSE	-1	-1	-1	-1	0.003906	0.988281	0	0	0	0	
5.153417587280273	FALSE	-1	-1	-1	-0.92941	-0.09805	0.988281	0	0	0	0	
5.346587419509888	FALSE	-1	-1	-1	-1	-0.15295	0.988281	0	0	0	0	
5.533636093139648	FALSE	-1	-1	-1	-1	-0.23138	0.988281	0	0	0	0	
5.723217725753784	FALSE	-1	-1	-1	-1	-0.23923	0.988281	0	0	0	0	
5.915147304534912	FALSE	-1	-1	-1	-0.40393	-0.29413	0.988281	0	0	0	0	
6.104626893997192	FALSE	-1	-1	-1	0.003906	0.003906	0.988281	0	0	0	0	
6.296860694885254	FALSE	-1	-1	-1	0.341156	0.003906	0.988281	0	0	0	0	
6.488241195678711	FALSE	-1	-1	-1	0.999969	-0.2706	0.050781	0	0	0	0	
6.678033828735352	FALSE	-1	-1	-1	-1	-0.72549	0	0	0	0	0	
6.874441146850586	FALSE	-1	-1	-1	0.003906	0.003906	0.164063	0	0	0	0	
7.061487192981556	FALSE	-1	-1	-1	0.003906	0.003906	0.746094	0	0	0	0	

- I was able to implement a way to record my movements when I play Rocket League. This consisted of figuring out how to read an xbox controller input, then writing it into a csv file whilst running my program, and the game Rocket League.

Challenges:

- I still need to figure out if I can add other input data to the ML. So far, I'm only using:
 1. time_elapsed: How many seconds have passed in the game
 2. ball_detected: If a ball is detected or not
 3. ball_x: x position of the ball on the screen (if it's detected)
 4. ball_y: y position of the ball on the screen (if it's detected)
 5. ball_widt: width of the ball on the screen (if it's detected)
- The issue with the point above is that only time_elapsed is consistent. Everything else there is dependent on if my program can detect a ball, which it doesn't most of the time.
- I have to stop the program and re-record after every goal made in order to have more consistent time_elapsed data.

Plans / Goals for next week:

1. Continue recording my gameplays into the csv file.
2. Start figuring out how to create and train a Multi-Output Regressor Machine Learning model.

Accountability plan: (What is your plan to keep yourself honest and follow through with the goals that you have outlined?)

I will have my roommate make sure that I work on this at least 2 hours per day when I am not busy working on my other classes

Other comments:

N/A