

# Alpha Test

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## What is

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- CoachGrok1.0 is a coaching tool for developing and improving a gamer's skills.
  - CoachGrok1.0 utilizes x.ai text-based Grok 3 Reasoning Model and Web Browsing.
  - Input gameplay descriptions and CoachGrok1.0 offers suggestions to increase the gamers' skills, such as:
    - Loadout, Strategies, Training Drills, Gameplay Settings, etc.
  - CoachGrok1.0 is proof-of-concept that AI is the revolution to the gaming experience.
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# Submit form requirements



Username/Gamertag



Gameplay video input (unlisted) 5-10 minute.

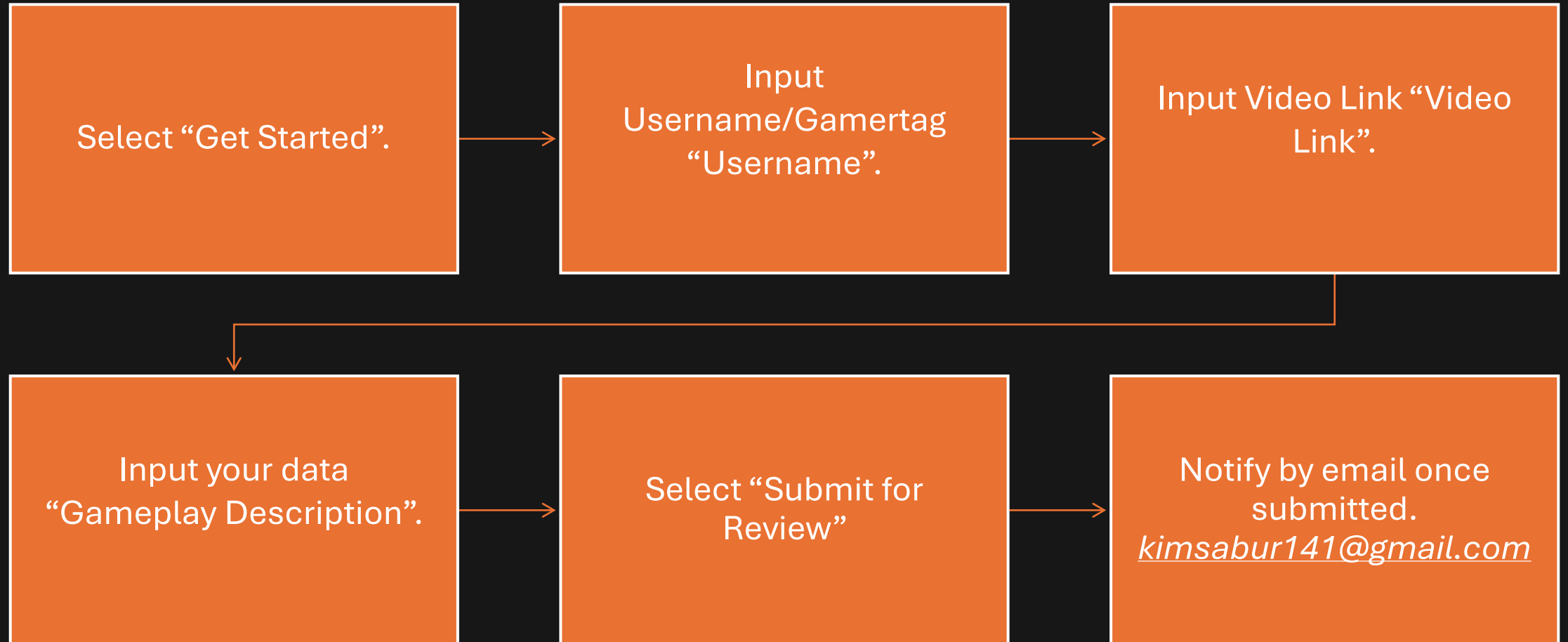


Gameplay description – Game, Map, Game-Mode, Loadout (primary, secondary, etc.), Gaming Platform (PC, Xbox, PlayStation).



Describe at least one gameplay struggle, what you think happened and what the outcome was.

# How to submit



# What happens



Submitted information will be reviewed by CoachGrok.



You will be notified by email once review is complete.



Access your review results by going to > [coachgrok.app/feedback](https://coachgrok.app/feedback)



Look for your username and review the results.



Apply the suggestions from the results for 3 games and email your experience to [kimsabur141@gmail.com](mailto:kimsabur141@gmail.com)

# Example Input

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- Username/Gamertag
- Video Link: <https://youtu.be/Umz4zJlimJw>.
- Game: Call of Duty Black Ops 6.
- Map: Derelict.
- Mission Objectives: Domination
- Loadout: Primary = AK47, Secondary = Pistol Gs45, Tactical= Flashbang, Lethal= Semtex, Tactical Upgrade= Assault Pack.
- Perks: Assassin, Engineer, Quartermaster.
- KD ratio = 14K 11D 1.27 ratio.
- I kept on dying when engaged in close combat, even though I started shooting first, where did I make mistakes? What should I do to improve? This is quite frustrating.

# Coach Grok 1.0 Analysis

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- *This analysis will showcase how CoachGrok1.0 dissects gameplay to deliver personalized, actionable insights, and do keep in mind this is text-based analysis, meaning there will be discrepancies and errors, hence the reason this is a PoC (proof-of-concept), the analysis is C&P, nothing altered.*
- Scenario Overview
- User: SGTchappy
- Game: *Call of Duty: Black Ops 6*
- Map: Derelict
- Mode: Domination
- Loadout:
  - Primary: AK-74 (Assault Rifle)
  - Secondary: GS45 (Pistol)
  - Tactical: Flashbang
  - Lethal: Semtex
  - Upgrade: Assault Pack
  - Perks: Assassin, Engineer, Quartermaster
- Stats: 14 kills, 11 deaths (1.27 K/D ratio)
- Key Struggle: Losing close-quarters combat (CQC) despite firing first

# Coach Grok 1.0 Analysis

- 1. Loadout Analysis
- The player's loadout is a mix of strengths and weaknesses, particularly when evaluated against Derelict's layout and Domination's demands.
- AK-74 (Primary):
  - Strengths: High damage (35-28 per shot) and solid mid-range accuracy, ideal for open areas like the central yard or lanes near B flag.
  - Weaknesses: Slower ADS time (~250ms) and moderate recoil make it less competitive in CQC compared to SMGs (e.g., C9 with ~200ms ADS). On Derelict's tight corridors and indoor zones, this could explain the player's struggles.
- GS45 (Secondary):
  - Strengths: Lightweight and quick to swap to, offering a backup option.
  - Weaknesses: Small magazine (10 rounds) and slower fire rate limit its effectiveness in frantic CQC encounters.
- Perks:
  - Assassin: Rewards targeting enemies on killstreaks, a smart pick for Domination where streaks can sway map control.
  - Engineer: Reveals enemy equipment (e.g., trip mines, proximity mines), valuable on a map with many choke points and hiding spots.
  - Quartermaster: Speeds up equipment recharge (e.g., Flashbangs every 20s instead of 30s), aiding sustained pressure on objectives.
- Tactical & Lethal:
  - Flashbang: Disorients enemies, perfect for clearing rooms or contesting flags.
  - Semtex: Sticky grenades excel at flushing out campers or securing kills around corners.
- Key Insight: The loadout shines at mid-range but falters in CQC due to the AK-74's handling and the GS45's limited firepower. Adjustments could better align it with Derelict's demands.



# Coach Grok 1.0 Analysis

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- 2. Gameplay Mechanics
- The player's CQC struggles likely stem from positioning, movement, and awareness—areas *CoachGrok1.0* can pinpoint and improve.
- Positioning:
  - Issue: Overextending into tight spaces (e.g., warehouse near A flag, conveyor belts near C) without cover or pre-aiming, leaving them vulnerable to ambushes.
  - Evidence: Losing fights despite firing first suggests enemies had better angles or caught them off guard.
- Movement:
  - Issue: Likely too static or predictable—walking or sprinting without leveraging *Black Ops 6*'s Omnimovement (sliding, diving, jumping).
  - Missed Opportunity: Dynamic moves like slide-canceling (Sprint → Slide → Cancel) or drop-shotting (Prone mid-fight) could disrupt enemy aim.
- Awareness:
  - Issue: Entering high-traffic areas (e.g., B flag building) without checking corners or pre-aiming common spots.
  - Underutilization: Flashbangs could've been thrown to blind enemies before engaging, but weren't used effectively.
- Key Insight: Static play and poor anticipation in CQC made the player an easy target, despite their decent K/D.

# Coach Grok 1.0 Analysis

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- 3. Performance Metrics
- Let's break down the numbers to identify specific weaknesses:
- K/D Ratio: 14 kills, 11 deaths (1.27 K/D)
  - Analysis: Above 1.0 is respectable, but below the 1.5-2.0 range of a strong Domination player. The 11 deaths suggest frequent CQC losses.
- Accuracy:
  - Assumption: Likely low in close-range fights (e.g., <20%), as the AK-74's recoil and slower handling could lead to missed shots.
  - Evidence: Losing despite firing first points to poor crosshair placement or spray control.
- Engagement Timing:
  - Issue: 11 deaths indicate overexposure or engaging at the wrong moments (e.g., pushing into multiple enemies without support).
- Key Insight: Performance dips in CQC due to aim inconsistency and situational misjudgments, offering clear improvement targets.

# Coach Grok 1.0 Analysis

- 4. Improvement Strategies
- Here's how *CoachGrok1.0* turns analysis into action with tailored recommendations:
- Loadout Adjustments:
  - Primary Option 1: Swap the AK-74 for an SMG like the C9—faster ADS (~200ms), better hip-fire, and a higher fire rate (800 RPM) for CQC dominance.
  - Primary Option 2: Keep the AK-74 but add:
    - Laser Sight: Tighter hip-fire spread for close-range sprays.
    - Quickdraw Handle: Cuts ADS time to ~200ms, bridging the gap with SMGs.
  - Secondary: Replace the GS45 with a Gallo SA12 shotgun for one-shot kills in tight spaces (e.g., 50 damage within 5m).
- Gameplay Mechanics:
  - Pre-Aiming: Keep crosshair at head height when rounding corners or entering rooms—aim for spots like doorframes or crate edges.
  - Movement Drills:
    - Slide Into Fights: Sprint → Slide → Fire to throw off enemy aim.
    - Jump Corners: Jump while turning corners to catch enemies off guard.
  - Tactical Usage: Throw Flashbangs before entering contested areas (e.g., B flag) to blind foes, then push in with hip-fire or ADS.
  - Positioning: Hold power positions (e.g., crate near B, upper walkway near C) with cover, rather than rushing into open lanes.
- Performance Drills:
  - Aim Training: Spend 10 minutes in the firing range snapping to head-level targets (e.g., 50 snap-shots daily).
  - Recoil Control: Practice 3-5 shot bursts with the AK-74 to maintain accuracy in CQC.
  - Death Review: After each game, watch 2-3 death replays—note if it was positioning (e.g., no cover), aim (e.g., missed shots), or timing (e.g., outnumbered).
- Expected Outcomes:
- Short-Term (Next 5 Games): Cut deaths to 8-9, boosting K/D to 1.5+.
- Long-Term (30 Days): Master CQC skills, hitting a consistent 2.0+ K/D on Derelict.

# Future Development



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- CoachGrok2.0 will need to pass PoC and be given access to Grok3's Video Analysis API to proceed to MVP and Beta Test.
  - CoachGrok2.0 will be a coaching tool for developing and improving a gamer's skills.
  - CoachGrok2.0 will utilize Artificial Intelligence Video Analysis, and WWW Browsing to increase the gamers' skills by offering suggestions in-game or post-game, such as:
  - Loadout, Strategies, Training Drills, Gameplay Settings, etc.
  - CoachGrok2.0 will revolutionize the gaming experience to intrigue and enjoyment before never seen.
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Thank You

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