Alpha Test





What is

- CoachGrok is a tool that Is being developed for all gamers, Pro and Casual.
- The goal is to reduce gaming toxicity by bridging the gap of competitiveness between Pro and Casual Players.
- CoachGrok will bridge that gap of competitiveness by leveraging Artificial Intelligence Video Analysis (AIVA) and Internet scanning to improve a gamers gameplay with suggestions including Loadout, Strategies, Training Drills, Gameplay Settings etc.
- CoachGrok will revolutionize the gaming experience to one of intrigue and enjoyment like never before seen.

Submit form requirements



Username/Gamertag



Gameplay video input (unlisted) 5-10 minute.

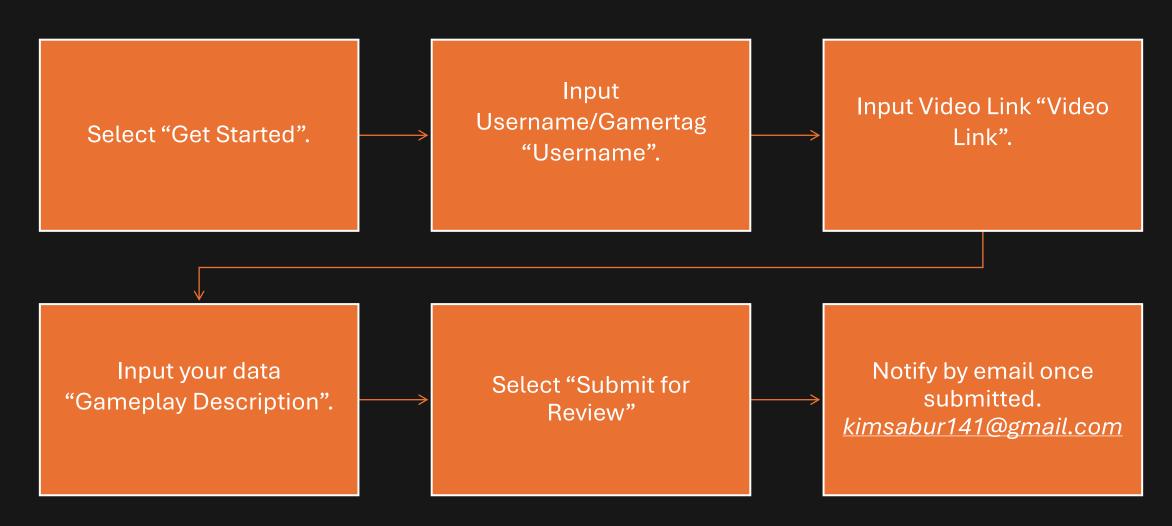


Gameplay description – Game, Map, Game-Mode, Loadout (primary, Secondary, etc..), Gaming Platform (PC, Xbox, PlayStation).



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

How to submit



What happens

- 55 Submitted information will be reviewed by CoachGrok.
- You will be notified by email once review is complete.
- Access your review results by going to > <u>coachgrok.app/feedback</u>
- Look for your username and review the results.
 - Apply the suggestions from the results for 3 games and email your experience to <u>kimsabur141@gmail.com</u>

Example

- Video Link: https://youtu.be/P9et3fzXS2.
- Game: Cold of Duty Black Ops Cold War
- Map: NukeTown 84'.
- Mission Objectives: Team Deathmatch
- Loadout: Primary = Lc10, Secondary = Pelington 703, Tactical = Stim, Lethal = Semtex, Tactical Upgrade = Proximity Mine.
- Perks: Tactical Mask, Scavenger, Ninja.
- Wildcards: Law Breaker.
- KD ratio = 22K 14D 1.57 ratio.
- I started out ok but I do seem to fall apart at close ranges especially at A spawn when going into yellow building, not being able to stay on target, where did I make mistakes? What should I do to improve? What was I doing correctly? Thanks.

Thank You