Dino Game Bot using YOLO

Automating Gameplay with AI

Task Overview

Build an AI bot to play Chrome Dino Game.

Use YOLO object detection to recognize in-game cues.

Automatically press keyboard arrows (Up, Down)

Requirements

1. Train the model on when to :
   - press Up Arrow to jump.
   - press Down Arrow to crouch.

2. Use YOLO predictions for autonomous gameplay.
   - Bot must survive ≥ 3 minutes.

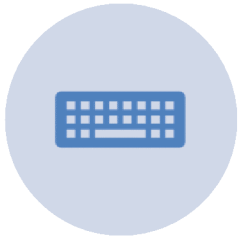
3. Deliverables:
   - Video 1: 3 minutes of gameplay.
   - Video 2: Code explanation and logic walkthrough.

Workflow

1. Dataset Collection – capture game frames.
2. Annotation – label with correct arrow actions.
3. YOLO Training – train model on labeled data.
4. Integration – connect YOLO predictions → keyboard inputs.
5. Testing – run bot on Chrome Dino.
6. Recording – prepare required videos.

Success Criteria

Model detects game cues correctly.



Correct key presses are executed.

Bot plays for at least 3 minutes.

Two videos are submitted: gameplay + code explanation.

Useful Sources

- Chrome Dino Game Link:
  - T-Rex Dinosaur Game - Chrome Dino Runner Online
- Roboflow Link:
  - Roboflow: Computer vision tools for developers and enterprises