**Problem Statement**

**Rocket League Bot**

**1.1 Goals**

The goal of this independent study is to create, using Java, a bot program that can sufficiently play the video game Rocket League on its own without user input.

**1.2 Boundaries**

The bot program will merely tell the “car” what to do through the official Psyonix Rocket League API. It does not edit or change any game files and cannot be used for online play.

**1.3 Success Criteria**

The project will be a success if the programmed bot is able to consistently beat the bots already in the game which play at a fairly low level.

**1.4 Constraints**

As mentioned before, the program will be limited to running through the official API. I will not be changing any program files and will be using the code framework provided by the RLBot organization.

**1.5 Assumptions**

At a minimum the bot will be able to chase the ball by simply following it.

**1.6 Stakeholders**

Stakeholders for this project include myself who is creating and programming the bot. Psyonix created the game Rocket League and provides an official API for the purpose of bot creation. RLBot.org is an organization that provides the programming and code framework for the bots so that they can be implemented using the API. Professor Vanselow is the faculty sponsoring this independent study.

**1.7 Timeline**

2/1 Game Programming Essay

2/15 Product / Software Requirements Document

3/1 Software Design Document

4/1 Bot Program Beta

4/1 Test Report

4/15 Solution Consideration Report

5/1 Learning Report

5/1 Bot Program