

Abstract geometric lines in the top-left corner of the slide, consisting of several thin black lines forming overlapping, irregular polygons and triangles.

# MILLENNIUMFALKEN: A ROCKET LEAGUE AI

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# AGENDA

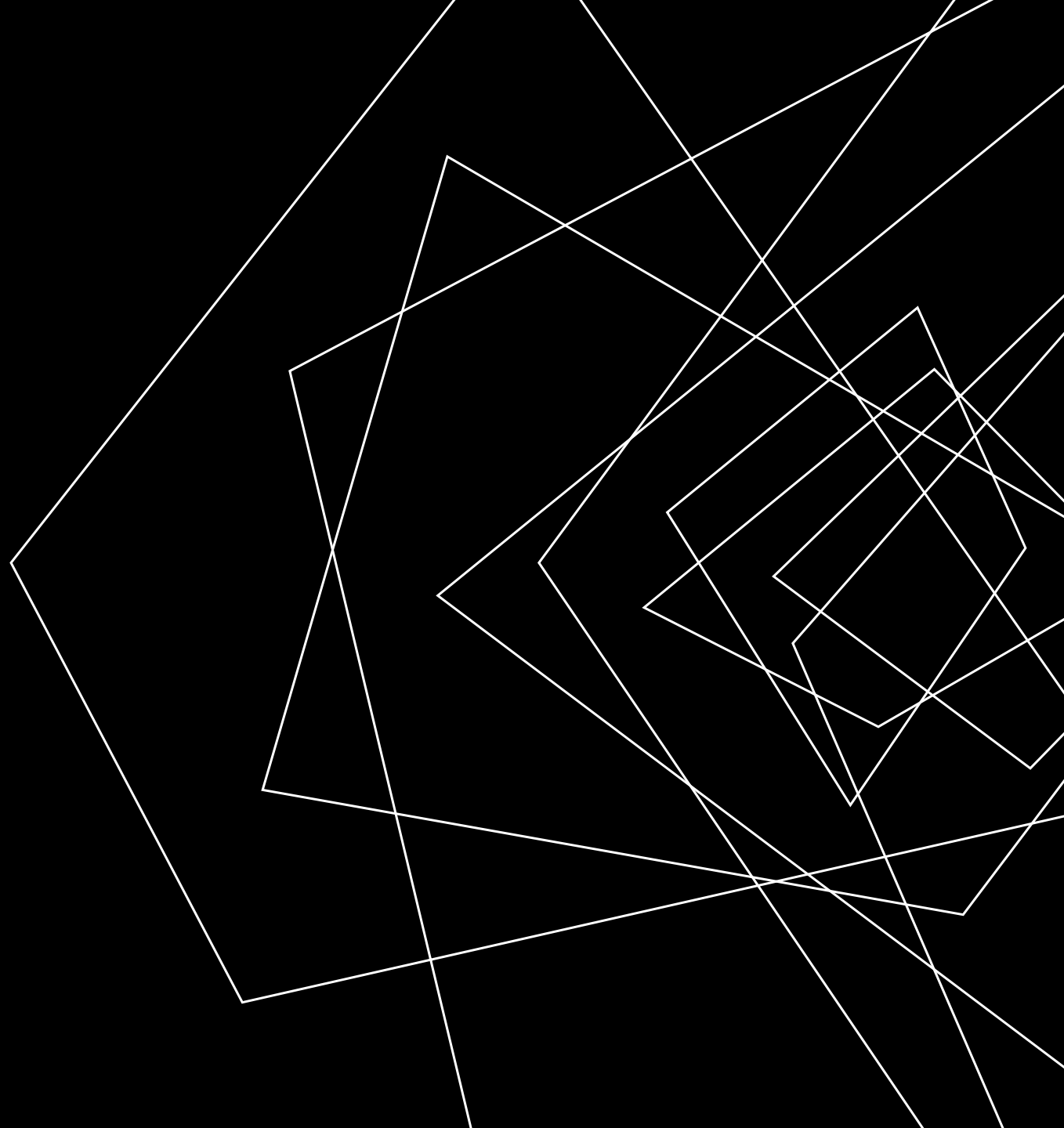
Introduction

Primary goals

Current performance

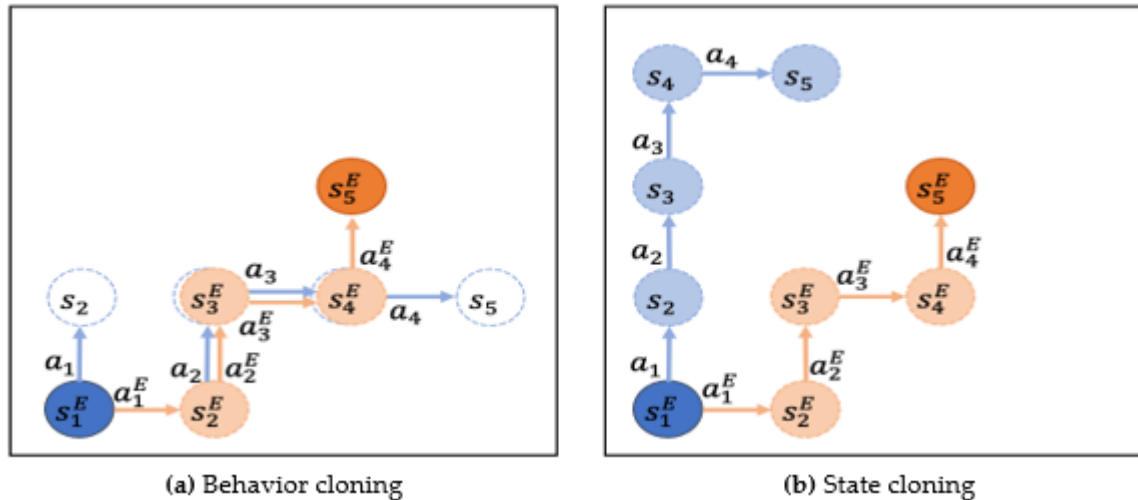
Areas of growth

Summary



# INTRODUCTION

- Current Rocket League cannot meet skills standards for higher level players
- RLBot Community have created hard coded bots better than current Psyonix AI
- Imitation Learning Frameworks have shown good results in other motor control tasks





# PRIMARY GOALS

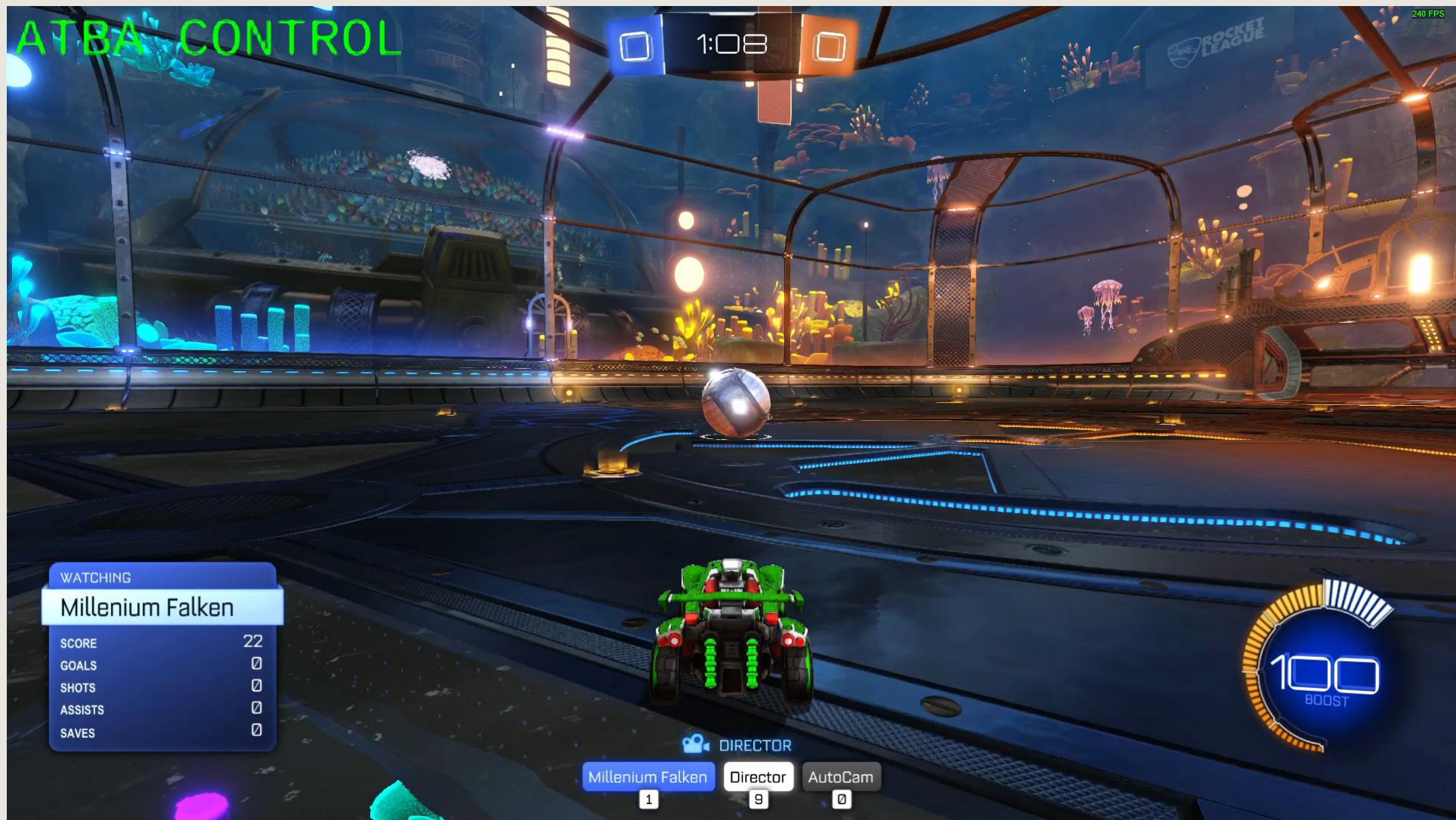
Proof of Concept demonstrating an implementation of Google Research framework falcon in training AI to play Rocket League using Expert Data

# CURRENT PERFORMANCE





# CURRENT PERFORMANCE





# CURRENT PERFORMANCE



# AREAS OF GROWTH



- Player skill cap is still much higher
- Challenges with framework implementation including crashes, indirect game file access





THANK YOU.

QUESTIONS?

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