



I, GameBot

The background of the slide is a close-up photograph of a stone wall. The wall is composed of irregularly shaped stones in various shades of beige, tan, and light brown. The stones are laid in a traditional pattern, with some larger flat stones and some smaller, more angular pieces. The lighting is even, highlighting the textures and colors of the stone.

The Vision

**Within a few months, we launch a
new project into the world:**

aichallenge.rosedu.org

Making It Happen

:: Modular architecture

- **Web interface**
- **Gameplay scheduler**
- **Leaderboards**
- **Game engines**
- **Competing game bots**

**Ruby
(mostly)
but ...**

**Flexible choice of programming
language for game engines.**

**Want to explore exotic
programming languages (Go, Lisp,
D, Rust, Erlang, Haskell, Clojure,
Scala, you-name-it)?
Write a game engine!**

Game Engines

:: Examples

- **TicTacToe**
- **Planet Wars**
- **Five-in-a-row**

Game Engines

- **Enforce correctness of gameplay**
- **Exchange JSON data with bots**
- **Use named pipes to do so**
- **Store the results of a gameplay**

The background of the slide is a close-up photograph of a stone wall. The stones are light-colored, possibly limestone or sandstone, with a rough, irregular texture. They are arranged in a pattern that looks like a mix of ashlar and rubble masonry. The lighting is even, highlighting the natural grain and color variations of the stones.

Here's Your Chance To

- **Explore that exotic language**
- **Become familiar with TDD**
- **Learn some Ruby**
- **Make ROSEdu history**



Happy hacking @ CDL