

# Scrimmage Server Setup How-To

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## About the Scrimmage Server

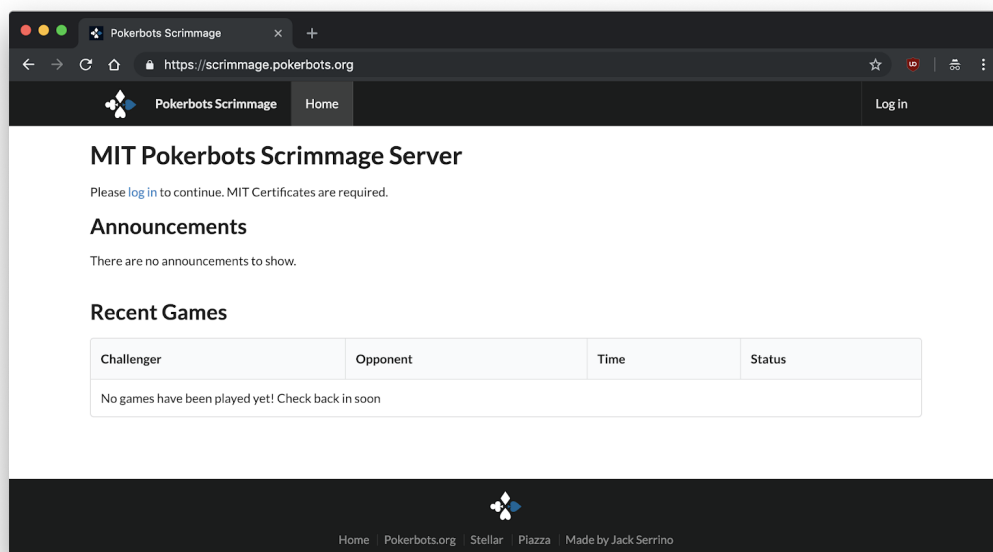
The Pokerbots Scrimmage Server is the main way you'll evaluate your bot's performance over the course of the IAP class. On the scrimmage server, you can:

1. Face off against other teams
2. See how your bot performs in a wide variety of scenarios
3. View game and bot logs from all your games
4. Track your win-rate across different bot iterations
5. Watch weekly tournaments

This document is here to walk you through how to get set up on the server.

## Setup

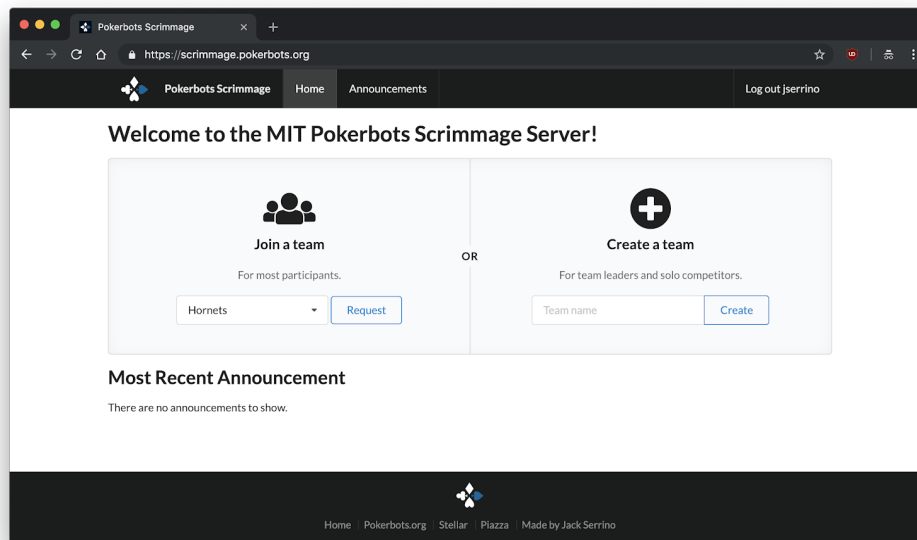
After navigating to <https://scrimmage.pokerbots.org> in your web browser, you'll be greeted with this page:



You must have MIT Certificates installed to use the scrimmage server. Click log in.

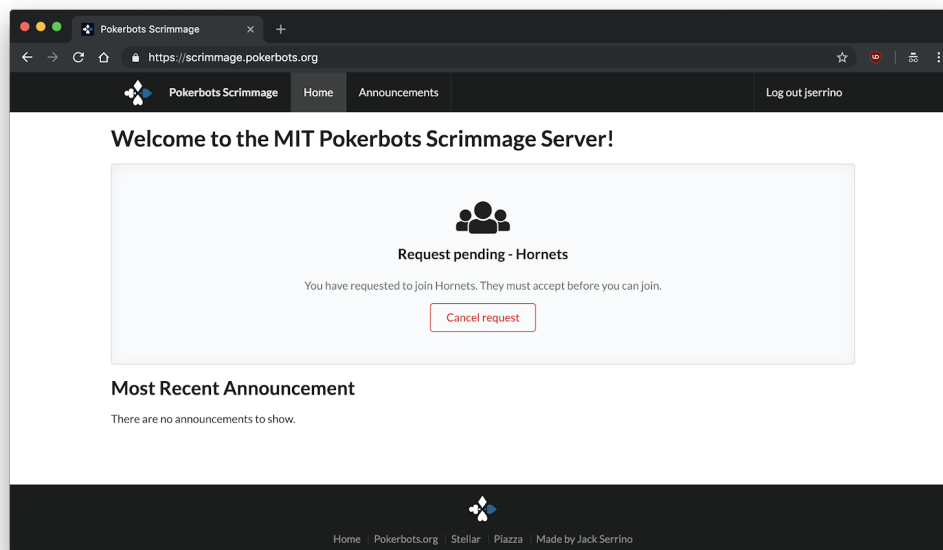
## Joining a Team

After logging in, you'll be asked either **join a team** or **create a team**:



## Requesting an existing team

If someone you know has already created a team for you, simply select the team from the left side and click request.



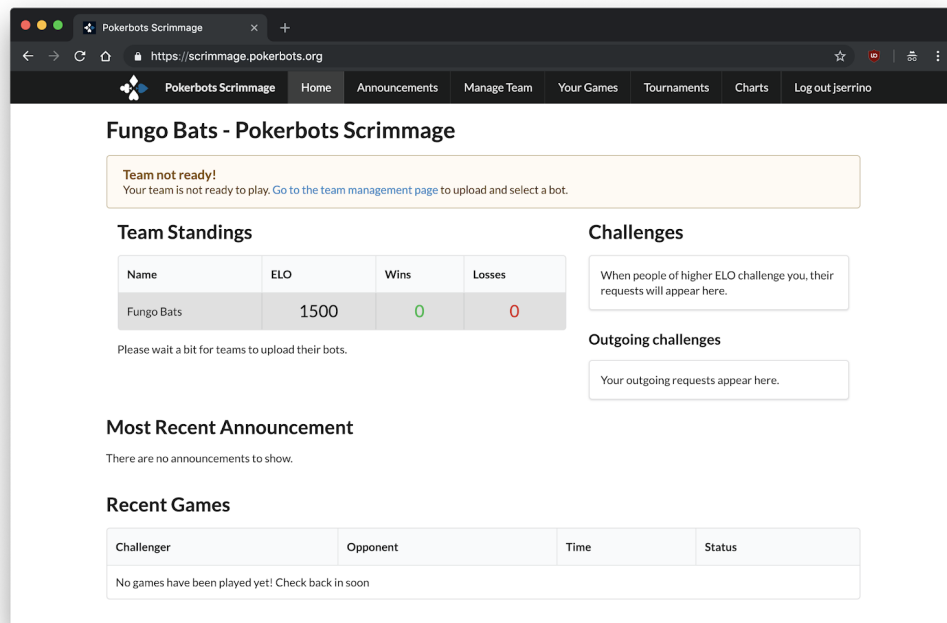
Once a member of the team accepts the request, you will join.

## Creating a new team

To create a new team, simply type your desired team name, and click create. **Do not create a team if your teammates have already created one.**

## Uploading your bot

After joining a team, you will be greeted with the following message:

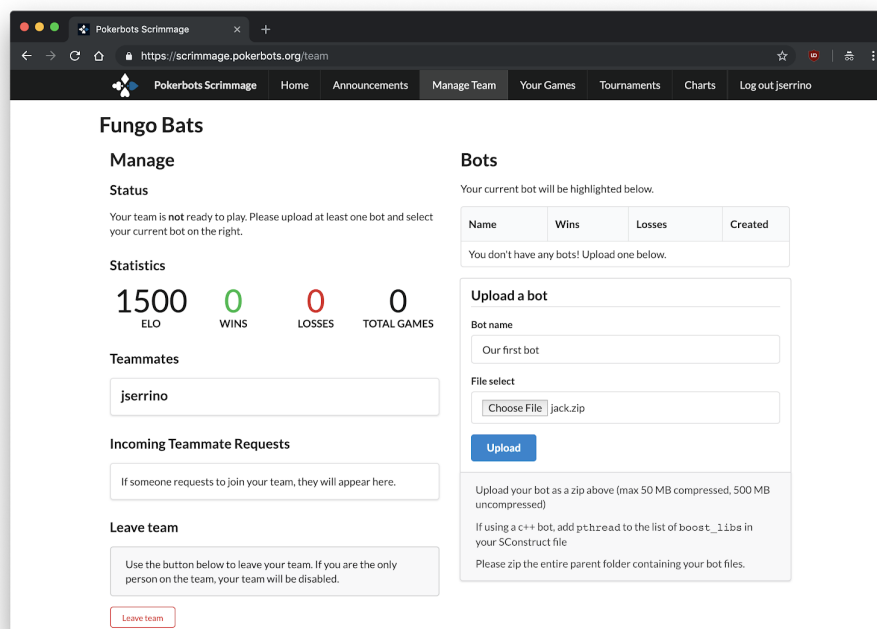


The screenshot shows the 'Fungo Bats - Pokerbots Scrimmage' page. At the top, a navigation bar includes links for Home, Announcements, Manage Team, Your Games, Tournaments, Charts, and Log out jserrino. A yellow warning box states: 'Team not ready! Your team is not ready to play. Go to the team management page to upload and select a bot.' Below this, the 'Team Standings' section features a table with columns for Name, ELO, Wins, and Losses. The table shows 'Fungo Bats' with an ELO of 1500, 0 wins, and 0 losses. To the right, the 'Challenges' section has a placeholder text: 'When people of higher ELO challenge you, their requests will appear here.' Below that, the 'Outgoing challenges' section also has a placeholder: 'Your outgoing requests appear here.' The 'Most Recent Announcement' section states: 'There are no announcements to show.' The 'Recent Games' section has a table with columns for Challenger, Opponent, Time, and Status, with a message: 'No games have been played yet! Check back in soon.'

Name	ELO	Wins	Losses
Fungo Bats	1500	0	0

Challenger	Opponent	Time	Status
No games have been played yet! Check back in soon			

Navigate over to “Manage Team” to upload your bot:



The screenshot shows the 'Manage Team' page for 'Fungo Bats'. The navigation bar is the same as the previous page. The 'Status' section says: 'Your team is not ready to play. Please upload at least one bot and select your current bot on the right.' The 'Statistics' section displays: ELO 1500, WINS 0, LOSSES 0, and TOTAL GAMES 0. The 'Teammates' section shows the name 'jserrino'. The 'Incoming Teammate Requests' section has a placeholder: 'If someone requests to join your team, they will appear here.' The 'Leave team' section has a button labeled 'Leave team' and text: 'Use the button below to leave your team. If you are the only person on the team, your team will be disabled.' The 'Bots' section has a table with columns for Name, Wins, Losses, and Created. Below the table, it says: 'You don't have any bots! Upload one below.' The 'Upload a bot' section includes a 'Bot name' input field with 'Our first bot', a 'File select' button, and a 'Choose File' button next to 'jack.zip'. An 'Upload' button is also present. Below the upload section, there is detailed text: 'Upload your bot as a zip above (max 50 MB compressed, 500 MB uncompressed). If using a c++ bot, add pthread to the list of boost\_11ba in your SConstruct file. Please zip the entire parent folder containing your bot files.'

Name	Wins	Losses	Created
You don't have any bots! Upload one below.			

Bot name
Our first bot

File select
Choose File   jack.zip

Upload
Upload your bot as a zip above (max 50 MB compressed, 500 MB uncompressed). If using a c++ bot, add pthread to the list of boost_11ba in your SConstruct file. Please zip the entire parent folder containing your bot files.

## Bot zip file format

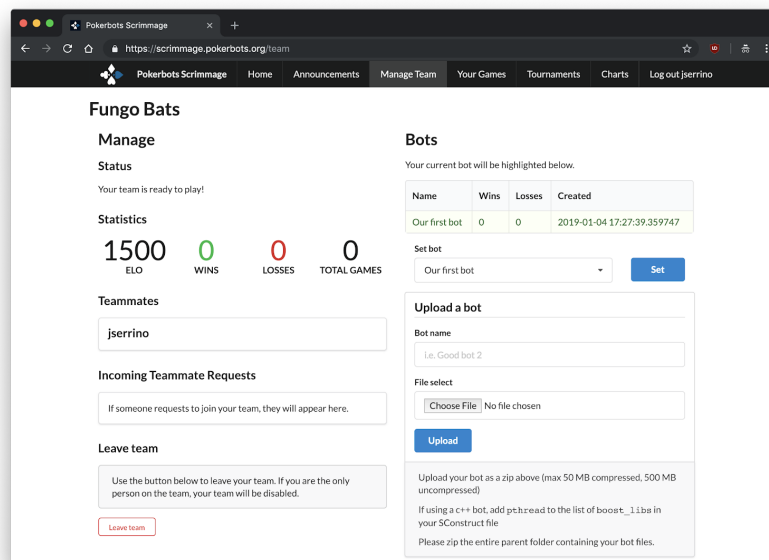
The scrimmage server expects you to upload a zip of all the files that make up your bot. Your bot's zip should have at least a **commands.json** file.

Python3, C++, and Java bots will have additional supporting files. Example skeleton bots can be found in the engine repository.

To download the files as a zip, click "Clone or download > Download Zip"

## Selecting your bot

After uploading your bot, select it:



Selecting your bot means that it will be used in games against your competitors, as well as in tournaments.