Scrimmage Server Setup How-To
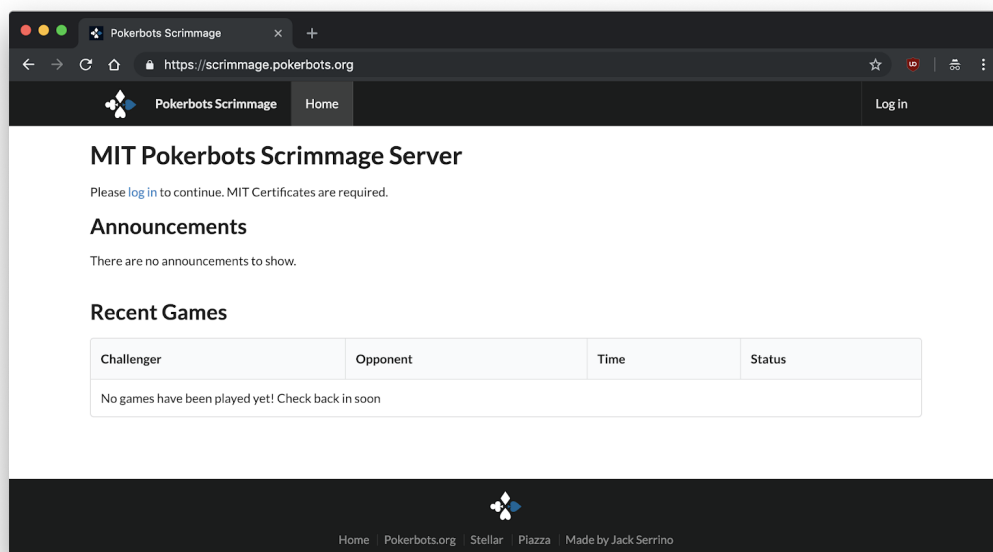
About the Scrimmage Server

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.
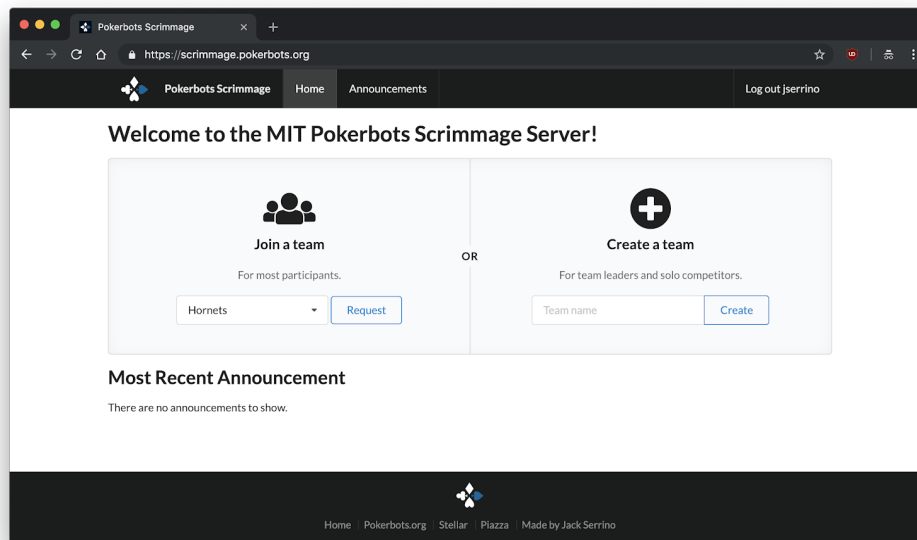
Setup

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.

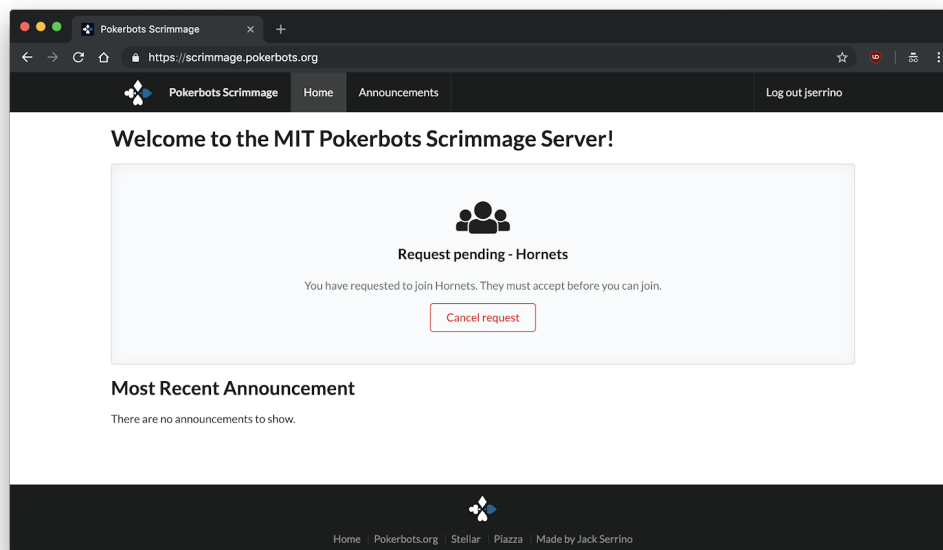# Joining a Team

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.
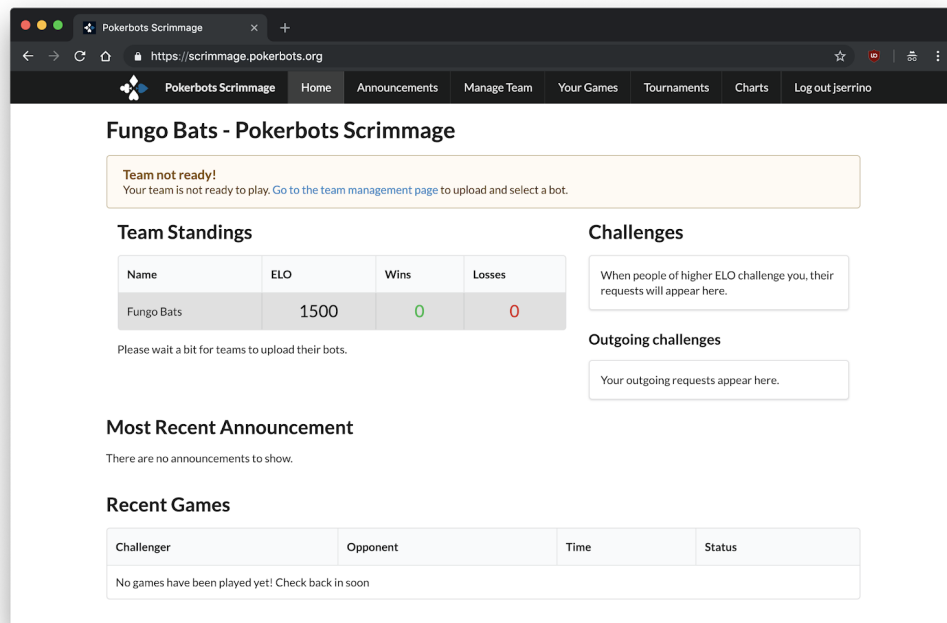

Once a member of the team accepts the request, you will join.

Creating a new team

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

Uploading your bot

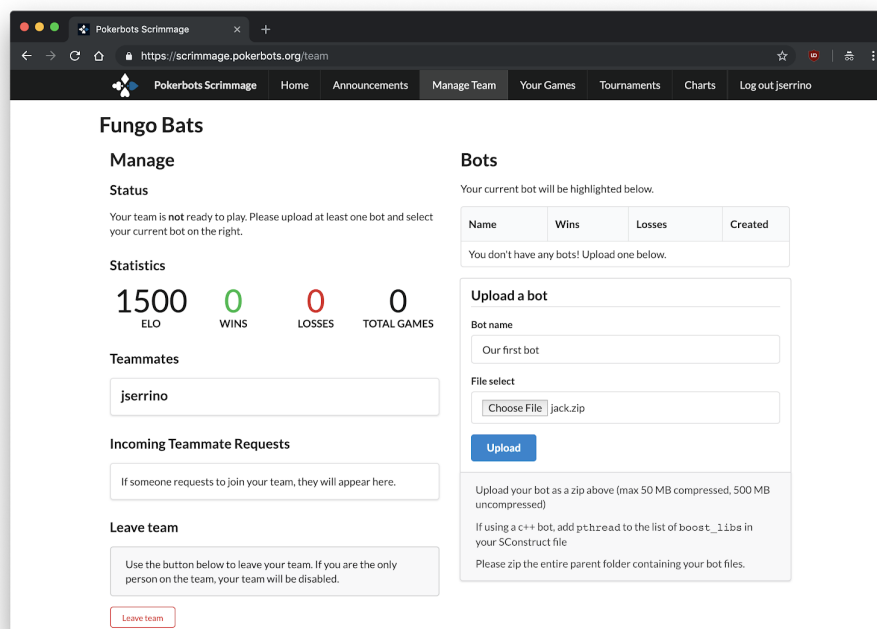After joining a team, you will be greeted with the following message:

Navigate over to "Manage Team" to upload your bot:
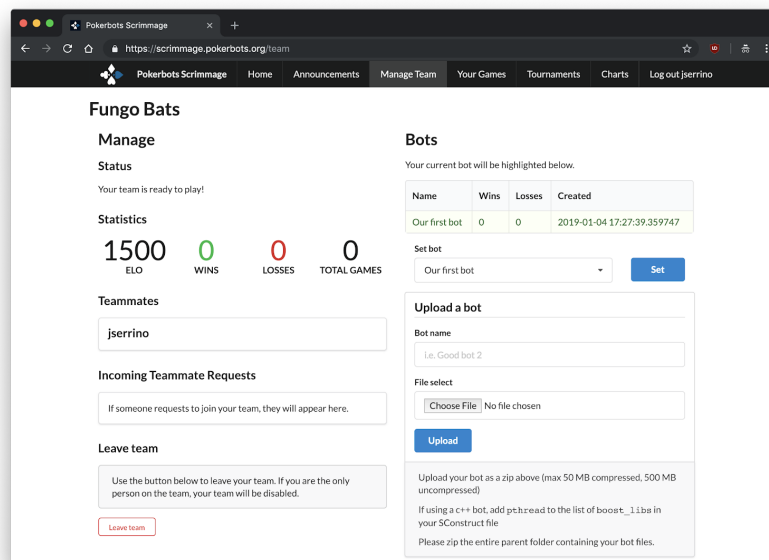
Bot zip file format

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.