

# Scrimmage Server Setup How-To

[About the Scrimmage Server](#)

[Setup](#)

[Joining a Team](#)

[Requesting an existing team](#)

[Creating a new team](#)

[Uploading your bot](#)

[Bot zip file format](#)

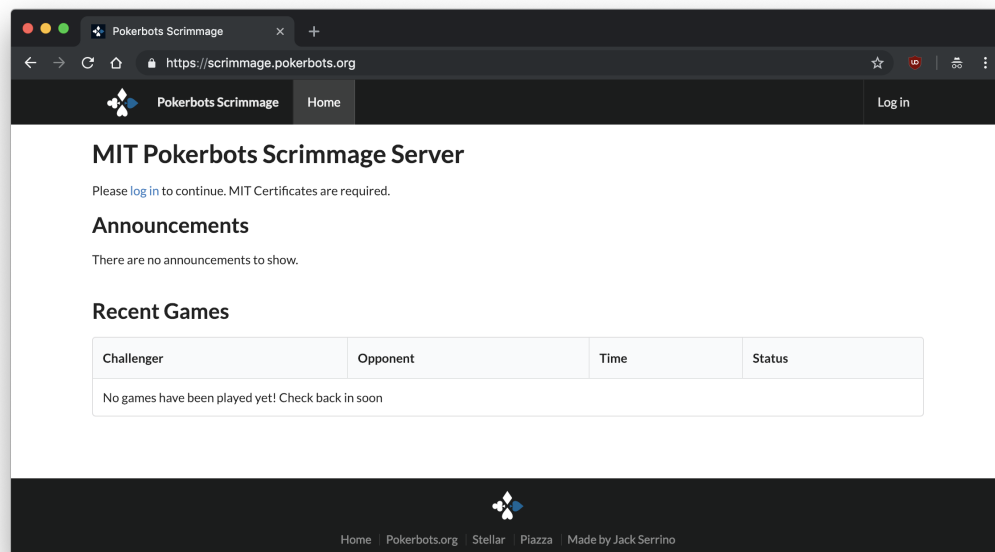
[Selecting your bot](#)

## 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.



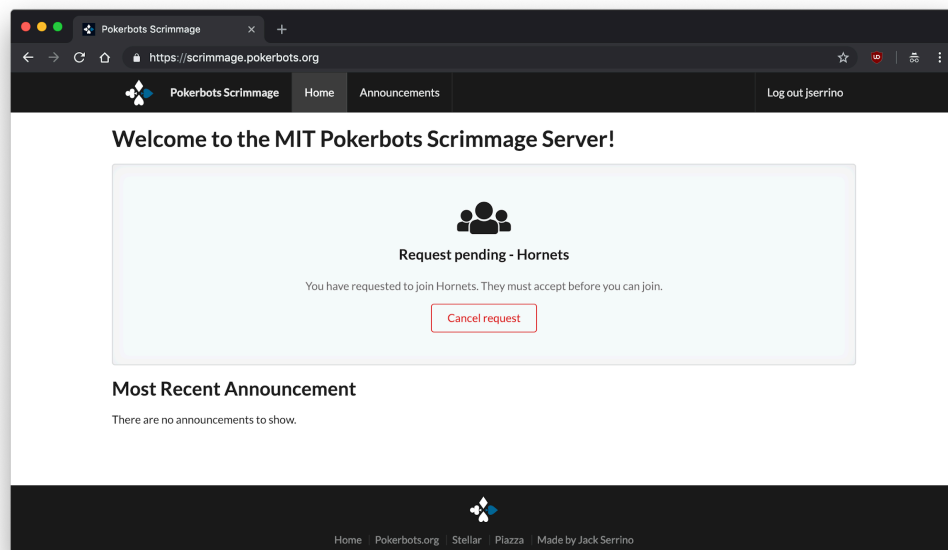
# Setup

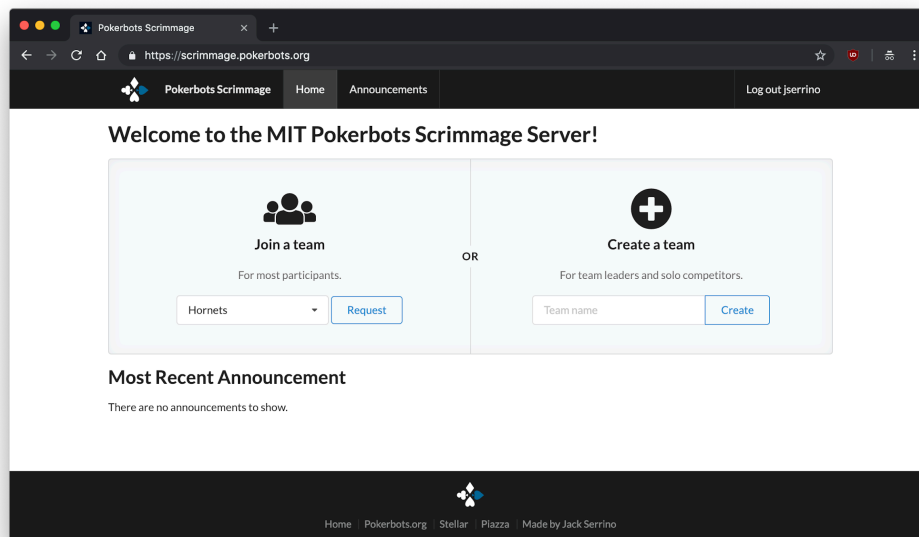
After navigating to <https://scrimmage.pokerbots.org> in your web browser, you'll be greeted with this page:

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.

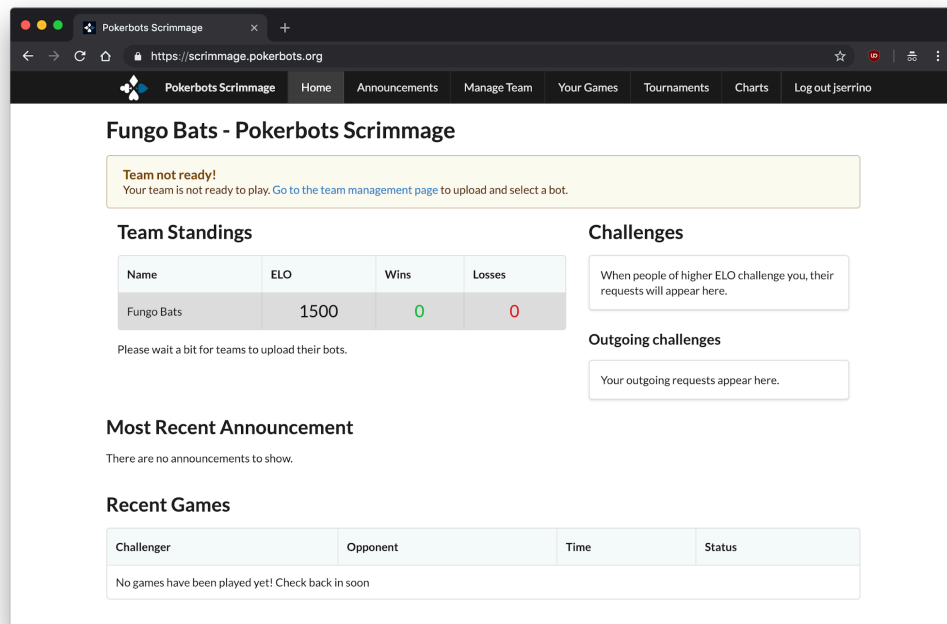
Once a member of the team accepts the request, you will join.

## Creating a new team

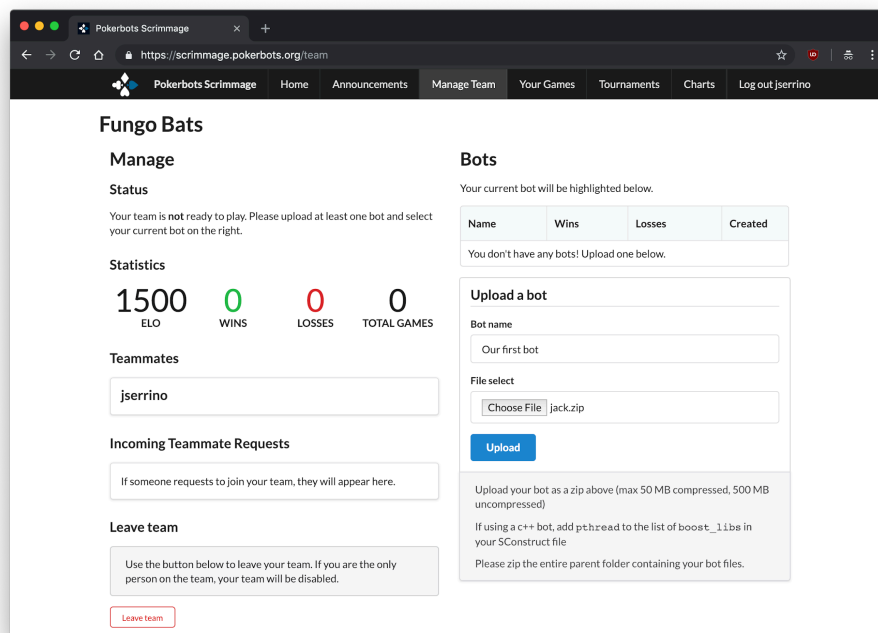
To create a new team, simply type your desired team name, and click create. **Do not create a team if your teammates have already created one.**

## Uploading your bot

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



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



## Bot zip file format

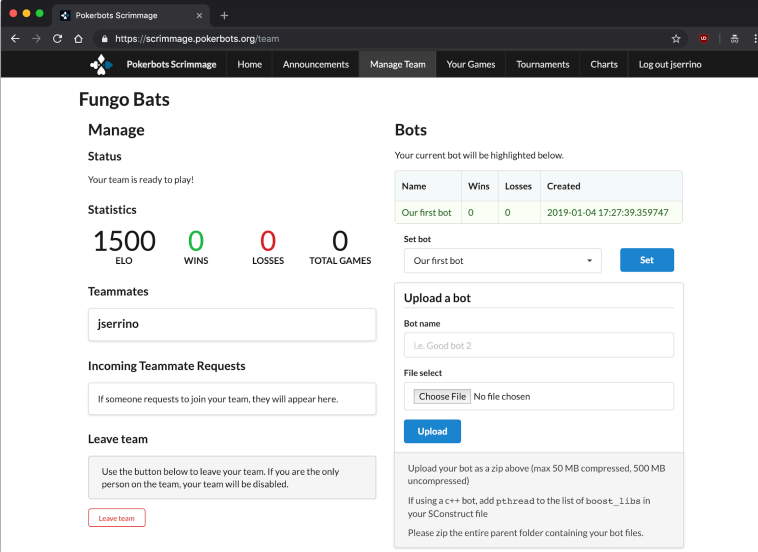
The scrimmage server expects you to upload a zip of all the files that make up your bot. Your bot's zip should have at least a **commands.json** file.

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:



The screenshot shows the 'Fungo Bats' team page on the Pokerbots Scrimmage website. The page is divided into several sections:

- Manage:** Includes a 'Status' section stating 'Your team is ready to play!', a 'Statistics' section showing '1500' ELO, '0' WINS, '0' LOSSES, and '0' TOTAL GAMES, a 'Teammates' section with a text input containing 'jserrino', an 'Incoming Teammate Requests' section with a message 'If someone requests to join your team, they will appear here.', and a 'Leave team' section with a button and instructions.
- Bots:** Includes a table of current bots, a 'Set bot' dropdown menu, and an 'Upload a bot' section with a 'Bot name' input, a 'File select' button, and an 'Upload' button.

Name	Wins	Losses	Created
Our first bot	0	0	2019-01-04 17:27:39.359747

Set bot: Our first bot [Set]

Upload a bot: Bot name [ie. Good bot 2], File select [Choose File | No file chosen], Upload [Upload]

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

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