Instructions for Data Collectors

TODO @Roam: Make this page shareable and share with data collectors!

Introduction

Thank you for joining Roam's Game Data Collection effort! You're contributing to the development of new exciting games with AI. You're collecting data which we will use to teach our AI to create games that are cooler than ever before. And all you need to do is play games on your phone!

What you'll need

- A computer running Windows, Mac, or Linux.
- An Android phone to play the games on.
- A USB cable to connect the two.

Instructions

1. Download the Game Data Collector app:

    TODO @Roam: link this to latest version of dist/Game_Data_Collector

    📄 Game_Data_Collector_V1.txt 7753.0KB

2. Connect your Android phone to your computer via USB.

    a. If there are any popups, always accept. Make sure the device is actually connected.

3. Run the Game Data Collector app for the first time.

    a. On the first run, it might need to download two things: `adb` (it enables your computer to "talk" to the connected Android device) and `ffmpeg` (it enables your computer to receive video from the Android device).

    b. After the app shows "Welcome to the Game Data Collector!", press Ctrl+C to exit the app.

4. Prepare your Android device for data streaming via USB.

   a. **Enable Developer Options:**

      - Open your Android device's **Settings** app.

      - Scroll down and tap on **"About phone"** or **"About device"**.

      - Find the **"Build number".** You might need to scroll all the way down for that.

      - Tap the **"Build number"** seven (7) times. You'll see a notification counting down the remaining taps. And after that, you'll see a notification that you've entered developer mode or that Developer Options have been enabled.

      - At this point, you might need to enter your device's PIN, pattern, or password.

   b. **Enable USB Debugging:**

      - Go back to the main **Settings** screen.

      - Tap on **"System"**, then **"Developer options"**. (Note: On some devices, "Developer options" might be located directly on the main Settings screen after being enabled).

      - In Developer options, find and toggle on **"USB debugging"**.

      - A prompt might appear asking to **"Allow USB debugging?"**. Tap **"OK"** or **"Allow"**.

   c. **Authorize Your Computer for USB Debugging:**

      - Disconnect your Android from your computer and then reconnect your Android to your computer using a USB cable.

      - On your Android device, you should see a prompt titled something like **"Allow USB debugging?"**. This prompt will display your computer's RSA key fingerprint — a bunch of numbers and/or letters.

      - It is recommended to check the box for **"Always allow from this computer"** for convenience.

      - Tap **"Allow"** (or **"OK"**) to authorize the connection.

After completing these steps, your Android device is ready. When you run the data collection script on your computer, it will use ADB to connect to your phone, record the screen, and capture touch events.

5. Prepare to open the game on your Android phone. Move to the screen where the game is installed so it's accessible in one tap.

6. Launch the Game Data Collector app again.