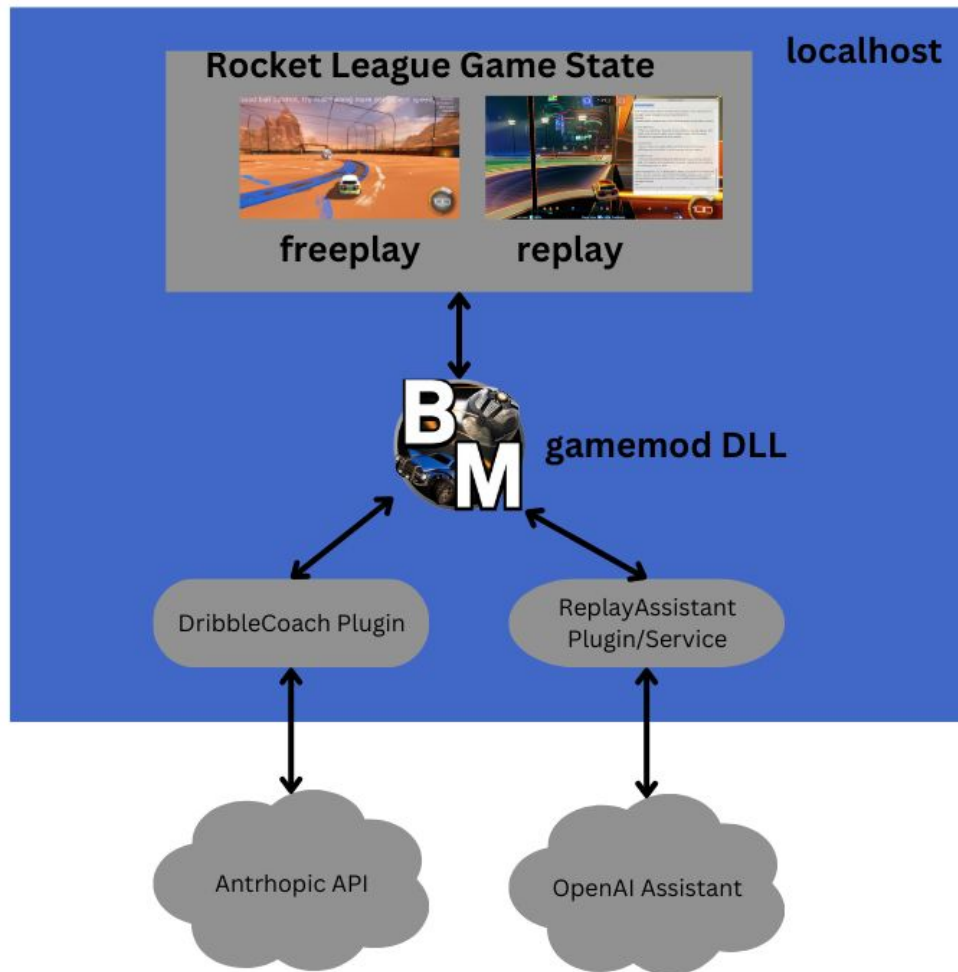# Rocket League AI Coach & Assistant

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Rocket League

a fast-paced game of 'rocket cars playing soccer' that demands quick reflexes, precise control, and strategic team play

1v1, 2v2, 3v3, 4v4 and various other game modes.

This project explores two primary approaches to integrating game mechanics with AI:

- **Mechanics Feedback:** Simple textual feedback on dribble mechanics during freeplay.
- **Replay Prompt:** Assistant prompt on replay data overview discussing strategy, rotations, game play.

DribbleCoach: Mechanics Feedback

- Description:
  - Identifies and tracks ground and air dribbling.
  - Offers simple suggestions
- Needs:
  - Improved air dribbling tracking.
  - Flick mechanic feedback.
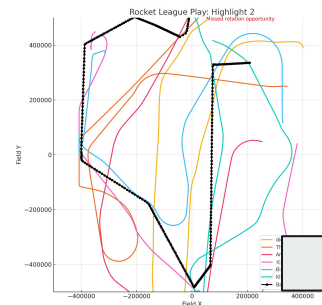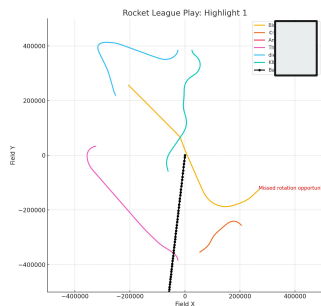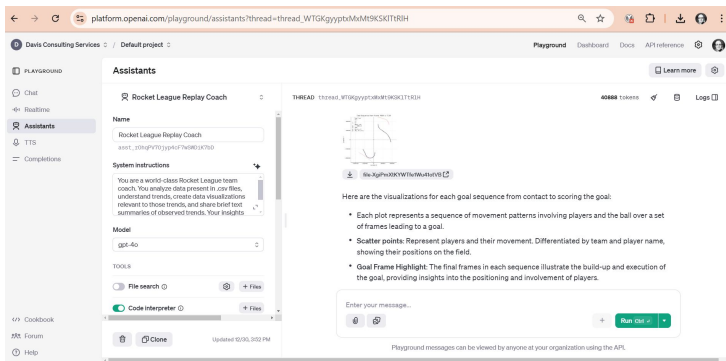
ReplayAssistant: Replay Prompt

- Description:
  a. OpenAI assistant prompt available on the current replay data
- Todo:
  a. Fix image rendering bugs
  b. Live annotations, time controls
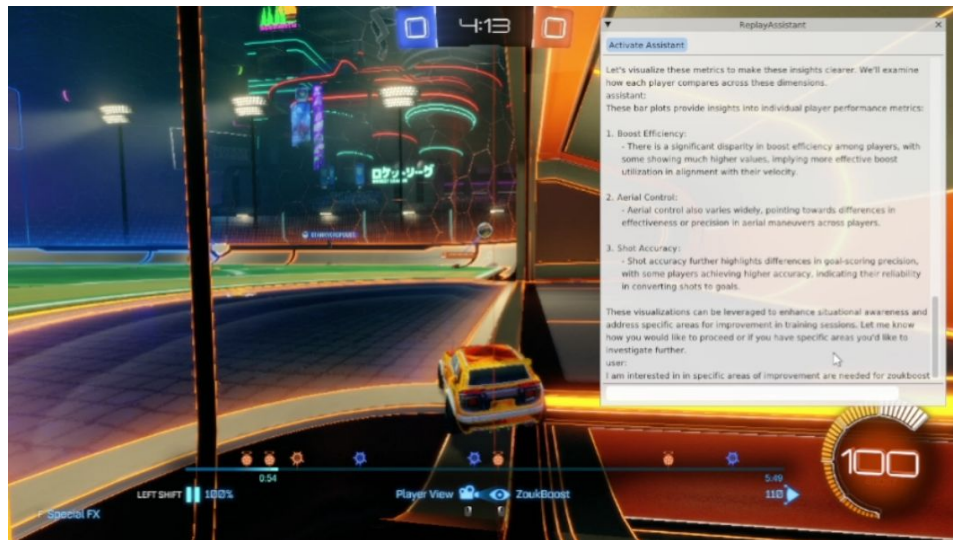
ReplayAssistant: OpenAI Assistants Playground

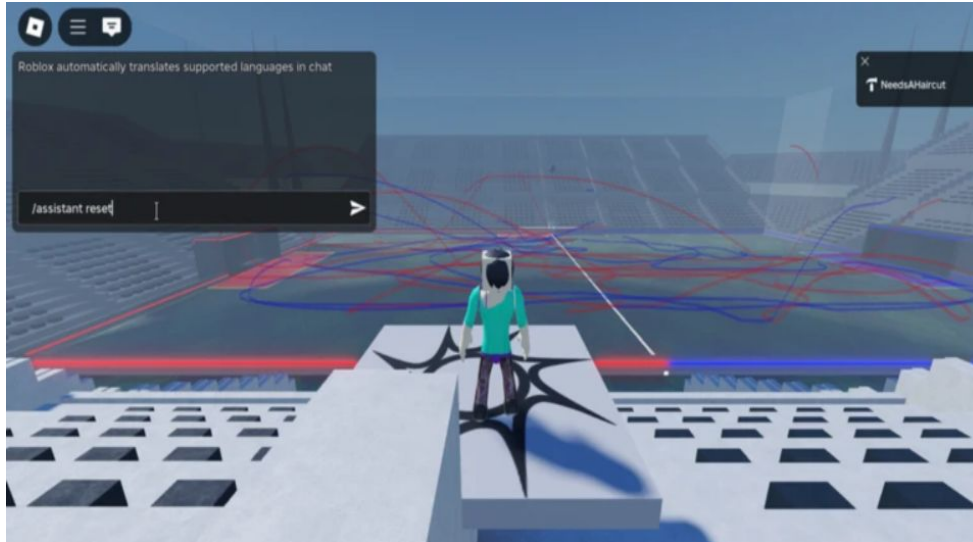https://platform.openai.com/playground/assistants

Prompt:
Create plot images of match highlights, tracking players and ball from the last ball touch to goal with the color of their team as their trail, with annotations

Current Investigation: Replay Assistant Roblox stadium

https://www.roblox.com/games/83228597907952/Rocket-League-Replay

Built with Roblox EventSequencer

- Load replay from available replays list
- Connect /assistant to the same assistant created on the loaded replay
-

Live Demonstration

Thank you!

Source code for presentation
https://github.com/scottleedavis/ai-portland-rocketleague/

Acknowledgements
https://lndrlndr.github.io/Contact/ - (Creator of CARL) lndr has been helpful with Positive Feedback and Criticisms of this project.