



# Rocket League AI Coach & Assistant

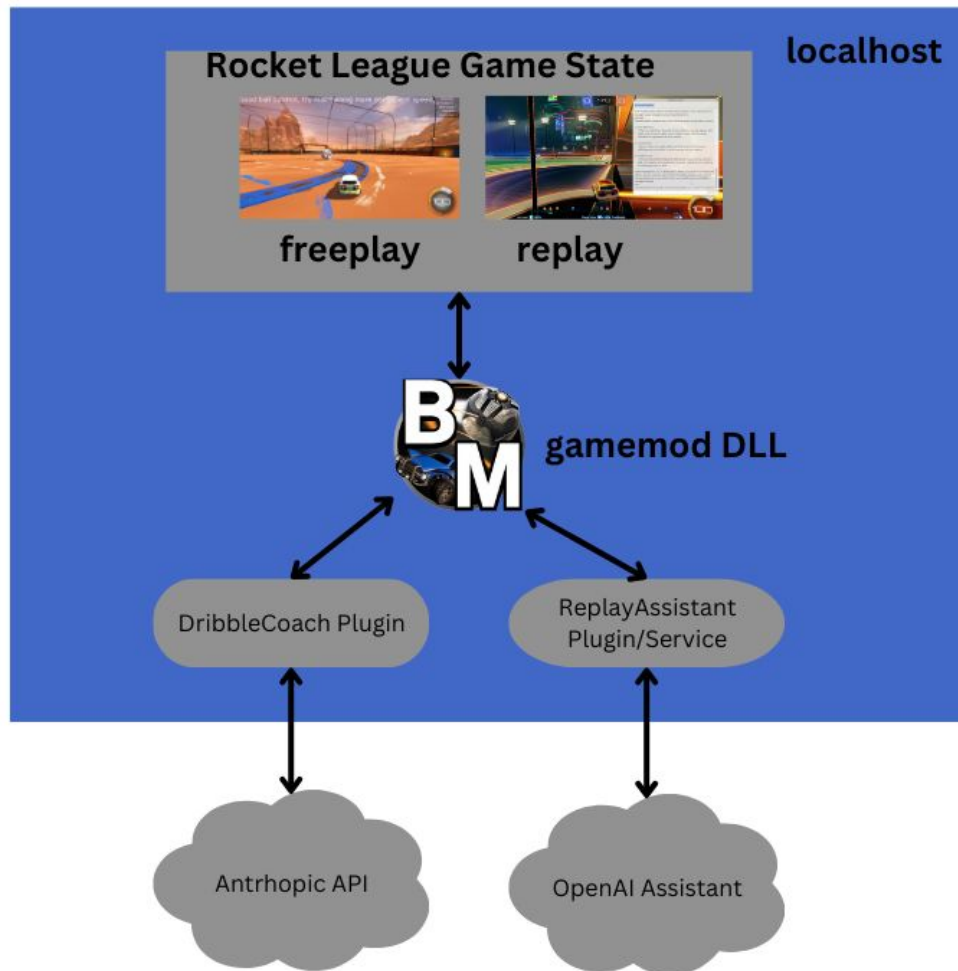
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# Rocket League

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.

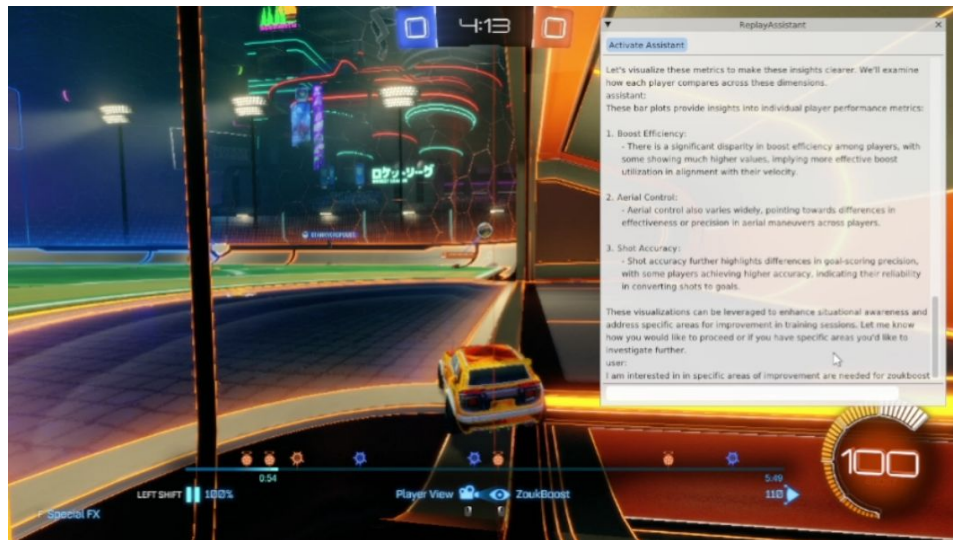
# DribbleCoach: Mechanics Feedback

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



# ReplayAssistant: Replay Prompt

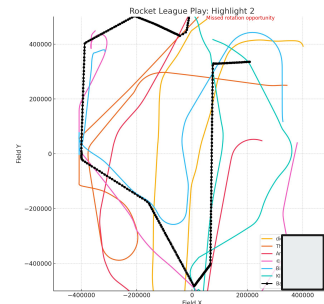
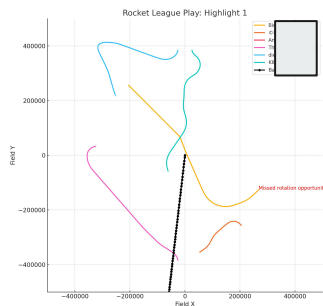
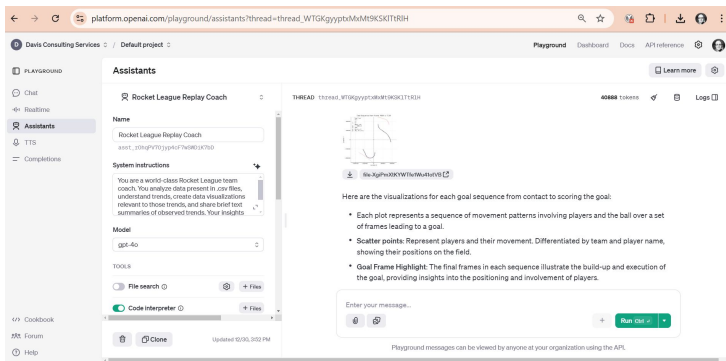
- Description:
  - a. OpenAI assistant prompt available on the current replay data
- Todo:
  - a. Fix image rendering bugs
  - b. Live annotations, time controls



# 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: Shared OpenAI Replay Assistant Roblox stadium



Built with Roblox  
EventSequencer

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



# Live Demonstration





# Thank you!

Materials for presentation

<https://github.com/scottleedavis/ai-portland-rocketleague/>

Roblox experience:

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

Acknowledgements

<https://IndrIndr.github.io/Contact/> - (Creator of CARL) Indr has been helpful with Positive Feedback and Criticisms of this project.