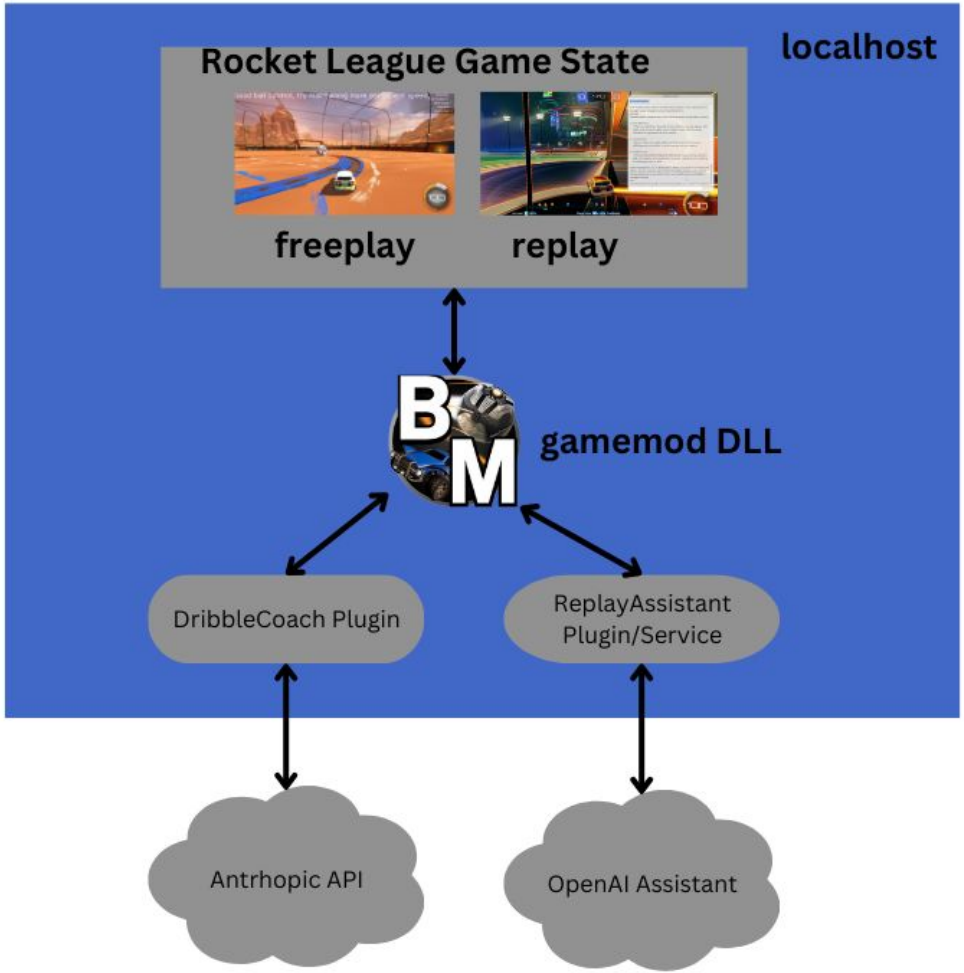
Rocket League AI Coach & Assistant

By scott davis
scottleedavis@gmail.com

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:

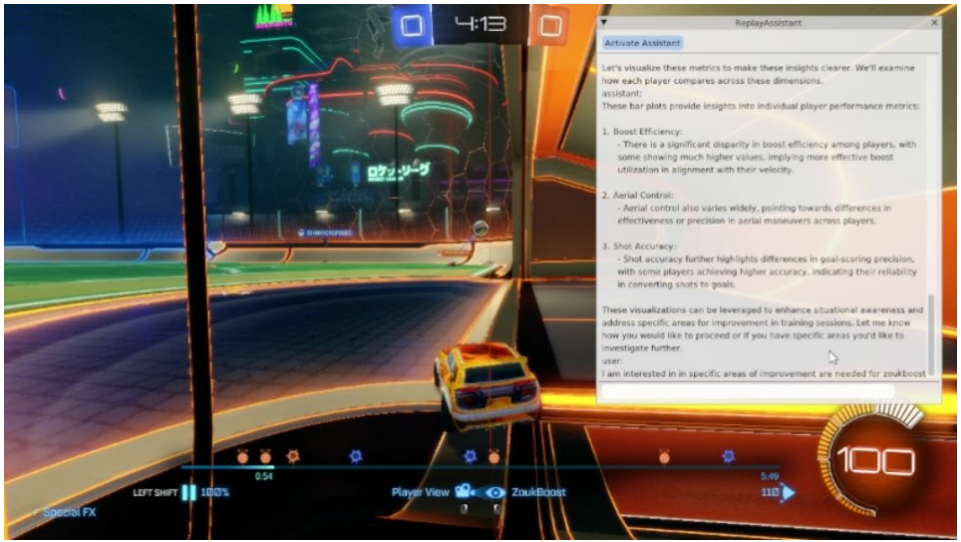
- **Mechanics Feedback:** Simple textual feedback on dribble mechanics during freeplay.
- **Replay Prompt:** Assistant prompt on replay data overview discussing strategy, rotations, game play.

DribbleCoach: Mechanics Feedback

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

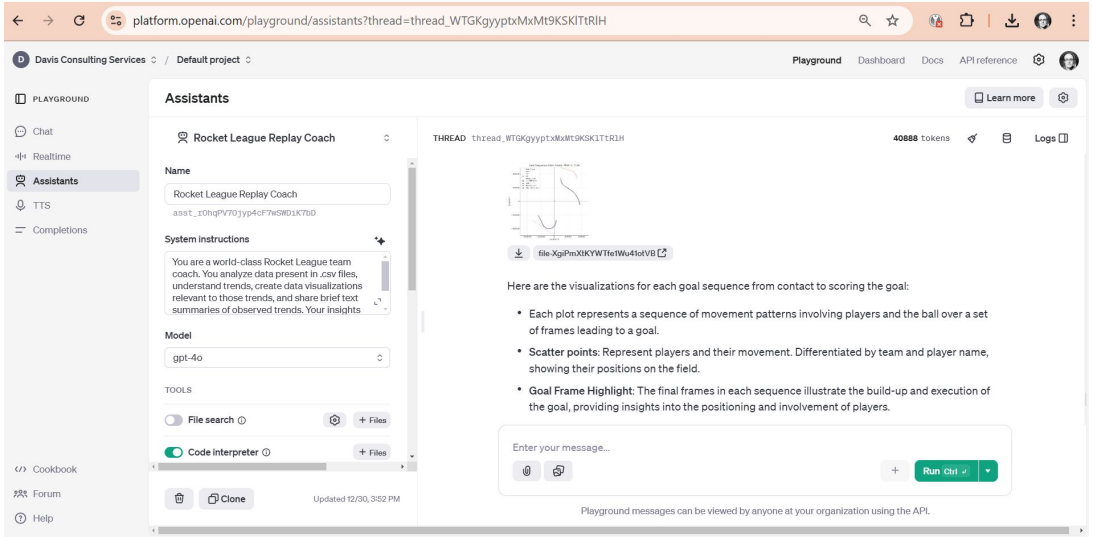
ReplayAssistant: Replay Prompt

- 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



Live Demonstration

Thank you!

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

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