# Rocket League AI Coach & Assistant

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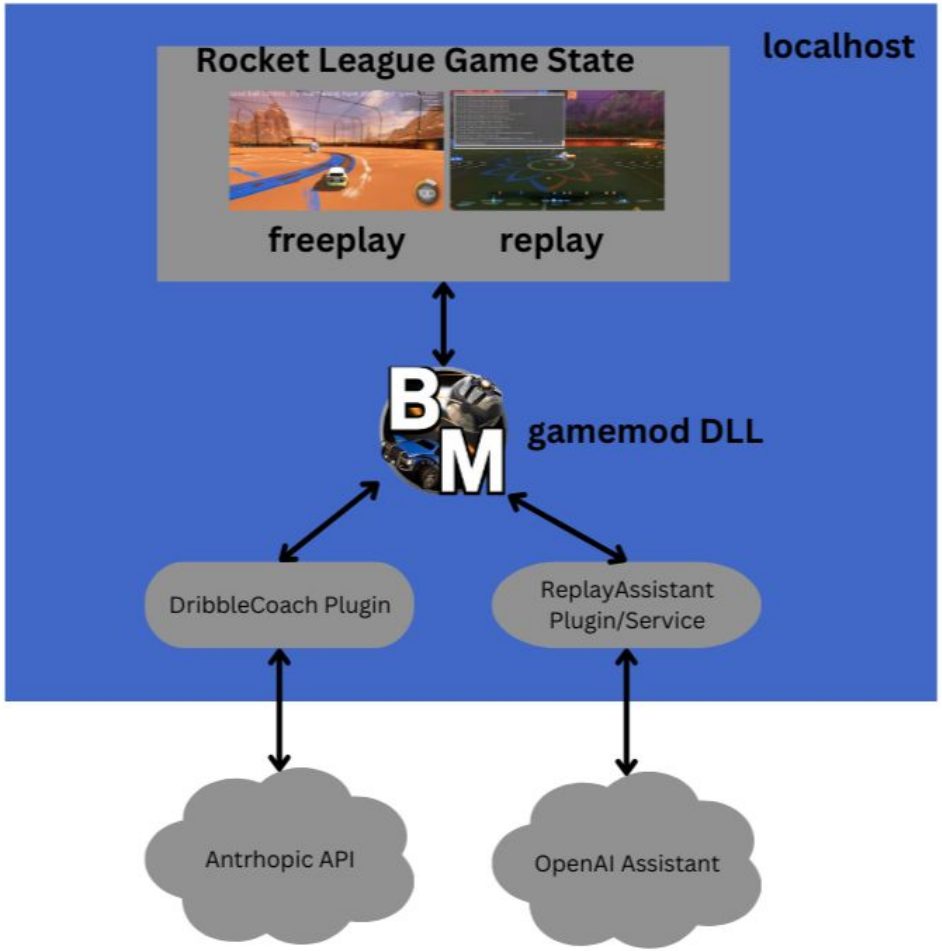
# Rocket League

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:** Anthropic's Claude Sonnet 3.5 model was used to provide feedback on player mechanics during freeplay.
- **Replay Prompt:** OpenAI's Assistant API was used for a replay prompt during replays.

# DribbleCoach: Mechanics Feedback

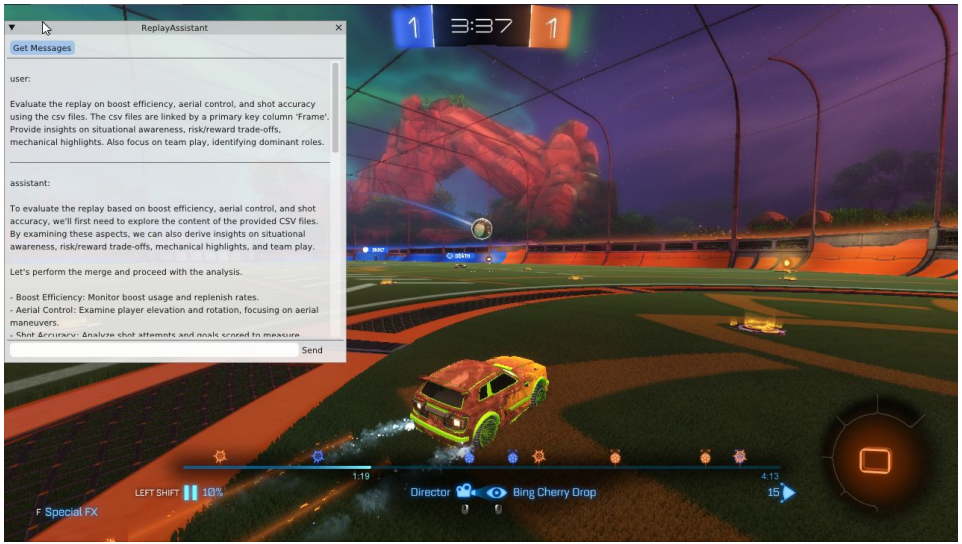
- Description:
  - Identifies and tracks the mechanical skill of ground and air dribbling.
  - Offers simple suggestions on optimal timing, positioning, and ball control.
- ToDo:
  - Fine-tune air dribbling tracking.
  - Provide flick feedback.

# ReplayAssistant: Replay Prompt

- Description: Extracts replay data and creates an OpenAI assistant prompt available on the current replay.

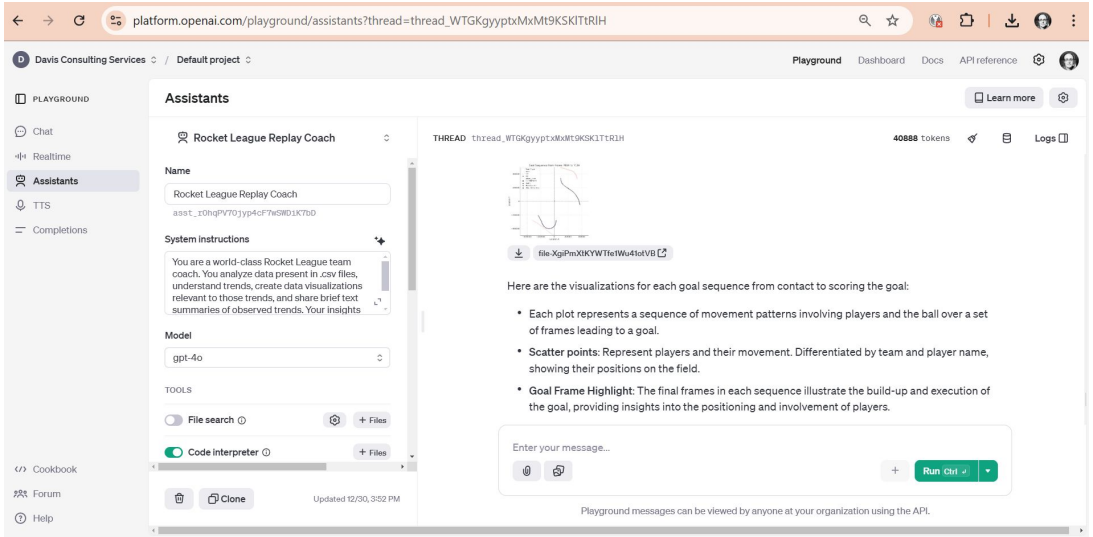
available commands

- replay_prepare
  replay_prompt



# 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.