



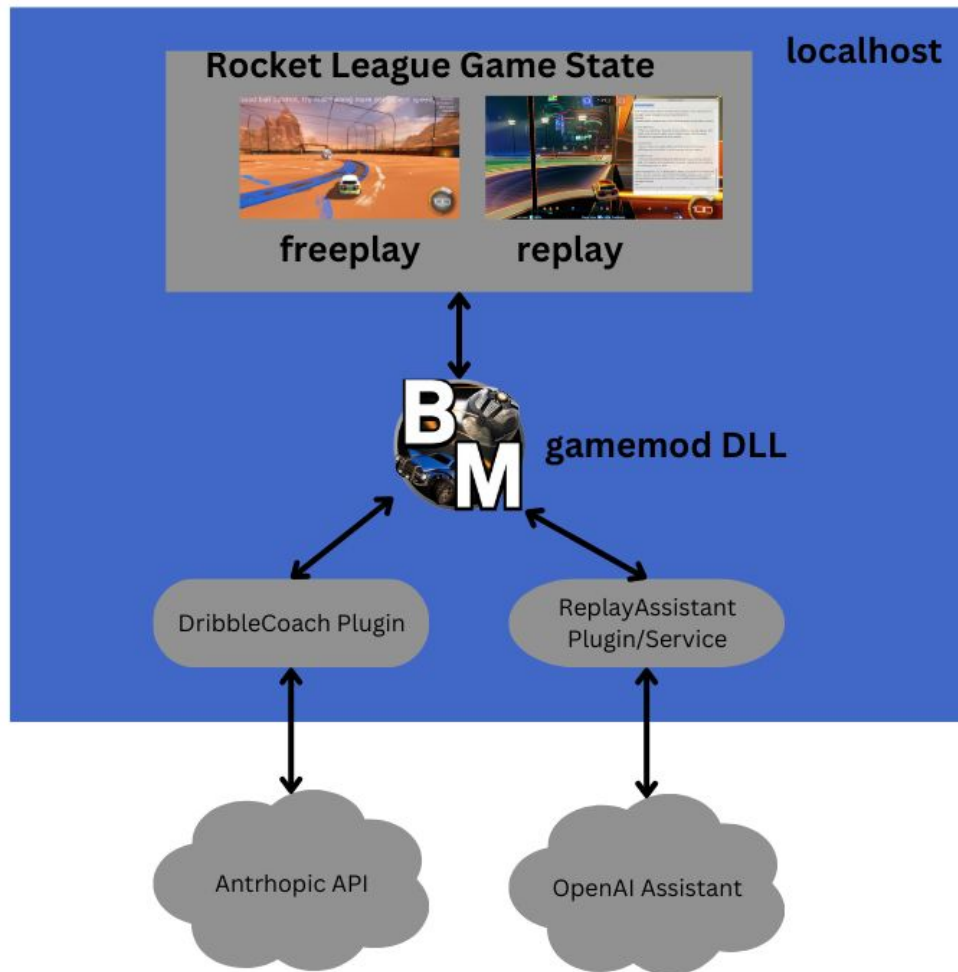
Rocket League AI Coach & Assistant

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.

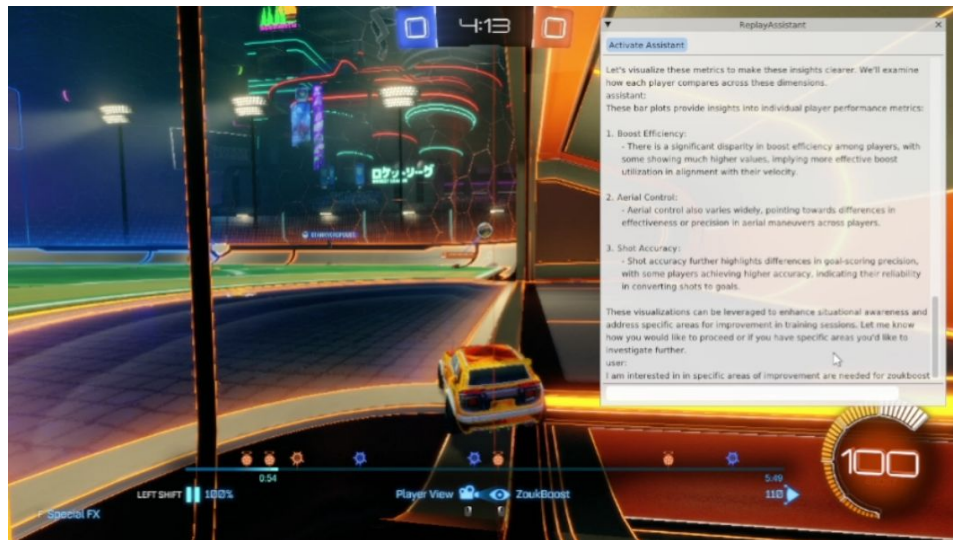
DribbleCoach: Mechanics Feedback

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



ReplayAssistant: Replay Prompt

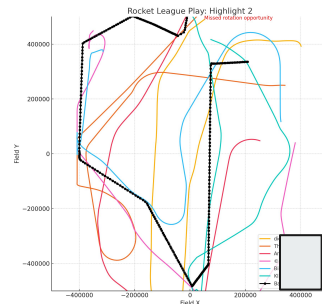
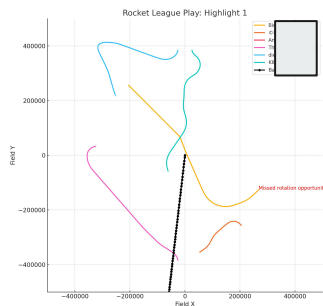
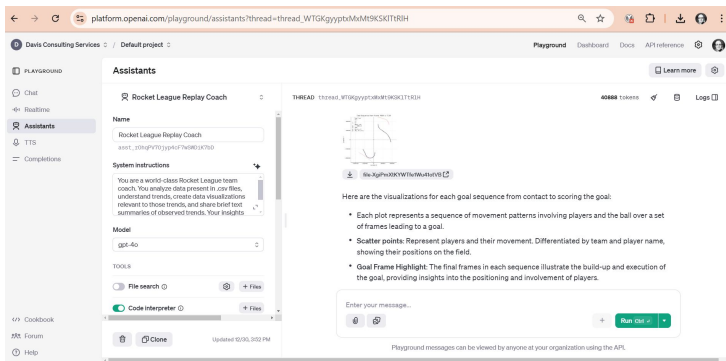
- Description:
 - a. OpenAI assistant prompt available on the current replay data
- Todo:
 - a. Fix image rendering bugs
 - b. Live annotations, time controls



ReplayAssistant: OpenAI Assistants Playground

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

*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*





Live Demonstration



Thank you!

Source code for presentation

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

Acknowledgements

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