॥ उद्वयं तमसः परि ॥

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# Problem Solving Presentation With AI

## Group No: 14

## Group Details:


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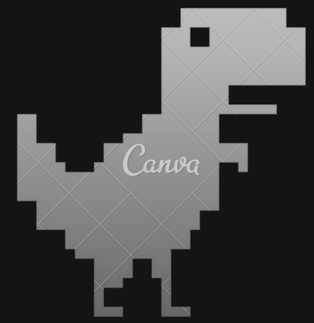
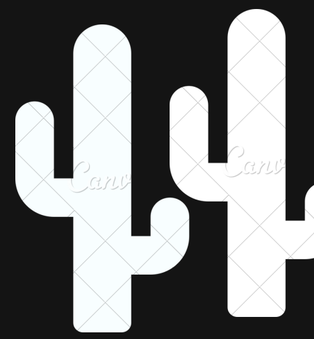
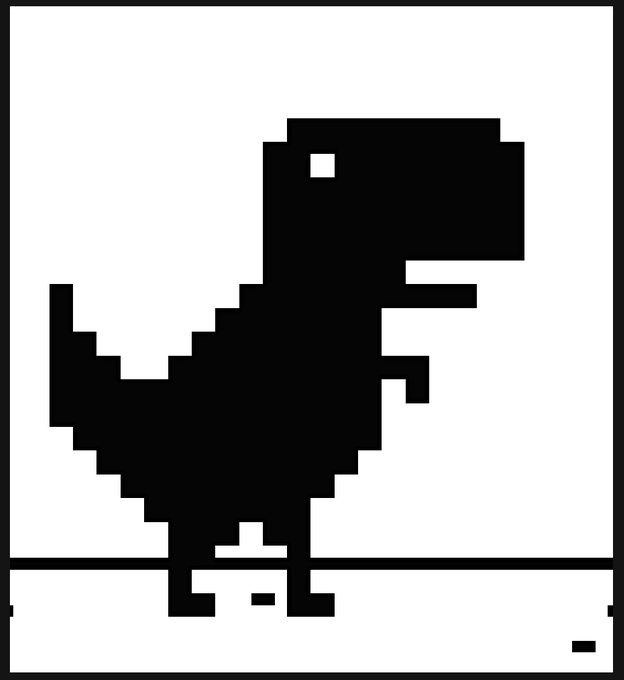
# HOW TO AUTOMATE CHROME DINO GAME



# Behind Chrome Dino

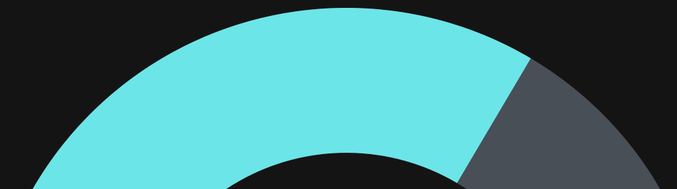


The Dinosaur Game also known as the Chrome Dino

| | |
|---|---|
| Developer | Google |
| Designer | Sebastien Gabriel (2014) |
| Platform | Web application |
| Genre | Action game |
| Mode | Single-player |

# Gameplay

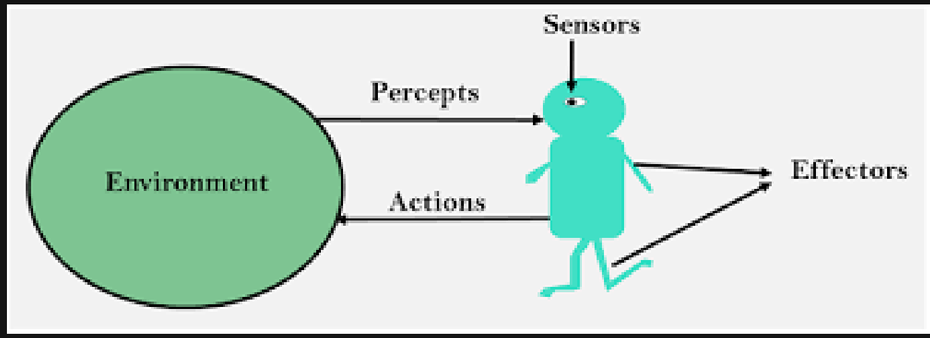
- Tapping the dinosaur in Android or iOS, or pressing space or ↑ on desktop, launches the game.
- The game can also be accessed by typing chrome://dino OR chrome://network-error/-106 into the URL bar.
- During gameplay, a running dinosaur moves from left to right across a desert landscape
- Pressing space or ↑ will jump, and ↓ will duck (mobile users can only press the space bar to jump)



# What is Agent

**An agent is anything that can be viewed as**

- **Perceiving its environment through sensors and acting upon that environment through actuators.**

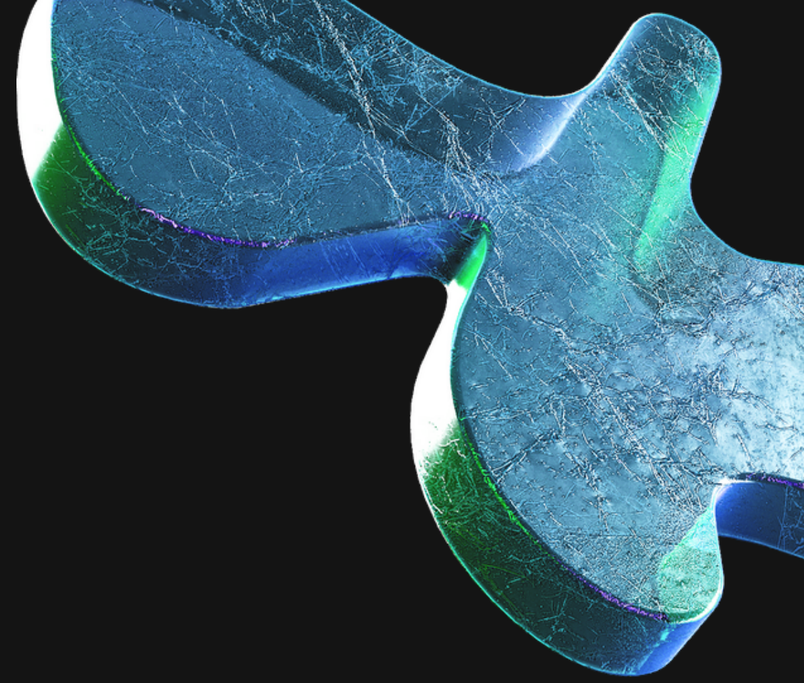



**Examples of Agent**

- A **Robotic agent** has Cameras and infrared range finders which act as sensors and various motors acting as actuators.

- A **Human agent** has body parts such ayes, ears, and other organs which act as sensors, and hands, legs, mouth, and other body parts acting as actuators. ts

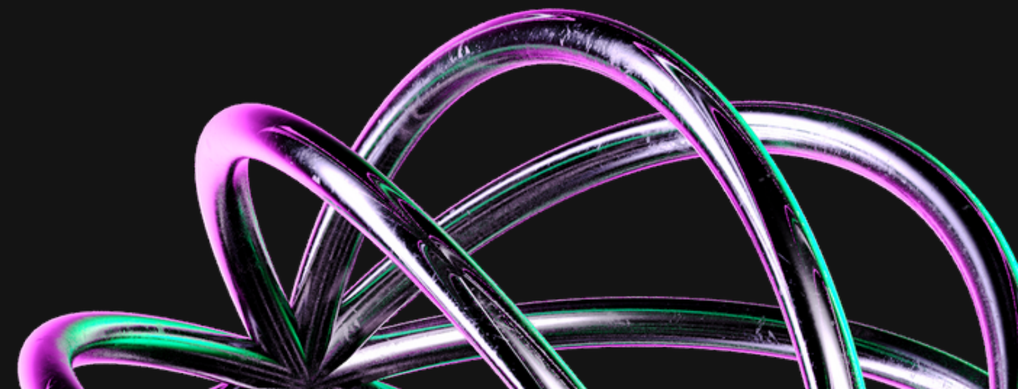
# Types of AI Agent



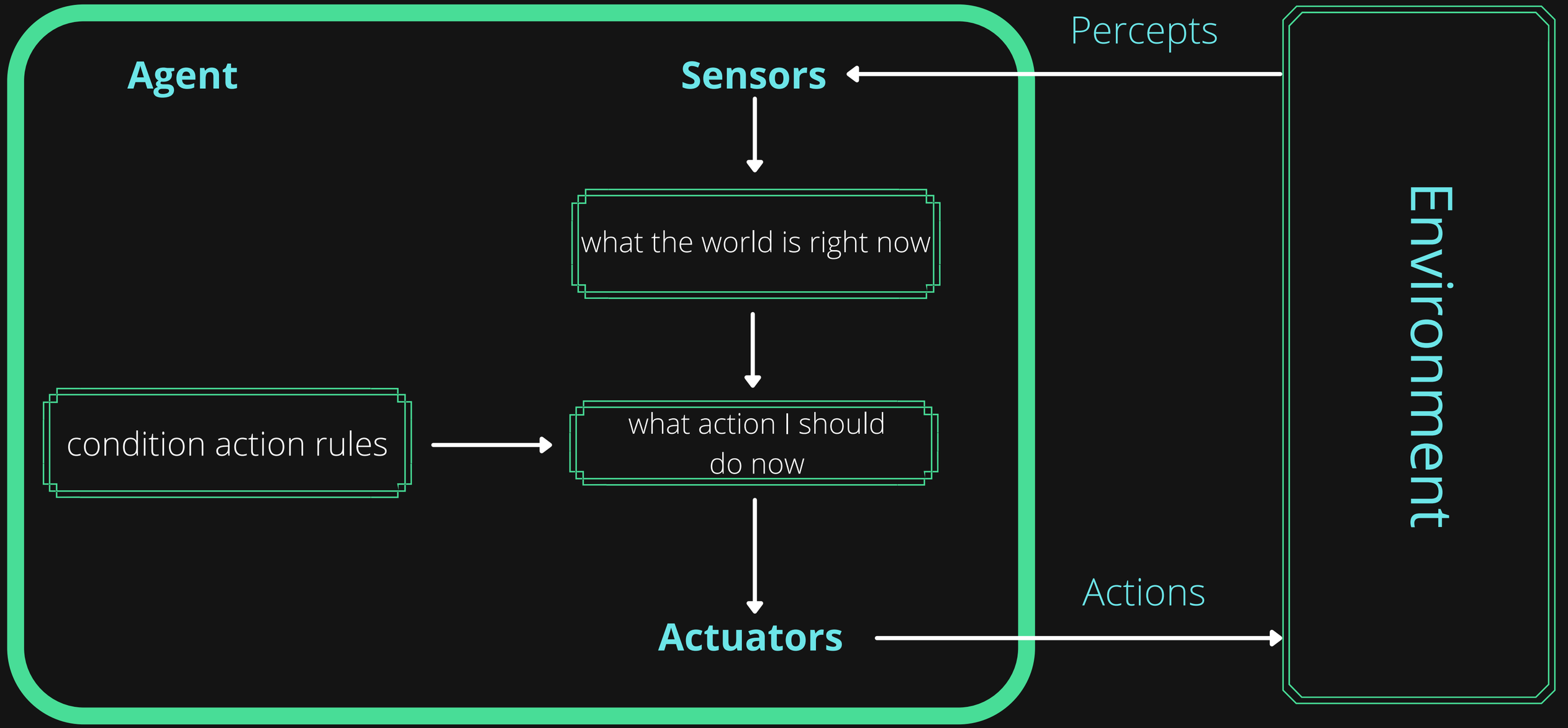
- Simple Reflex Agent
- Model-based reflex agent
- Goal-based agents
- Utility-based agent
- Learning agent

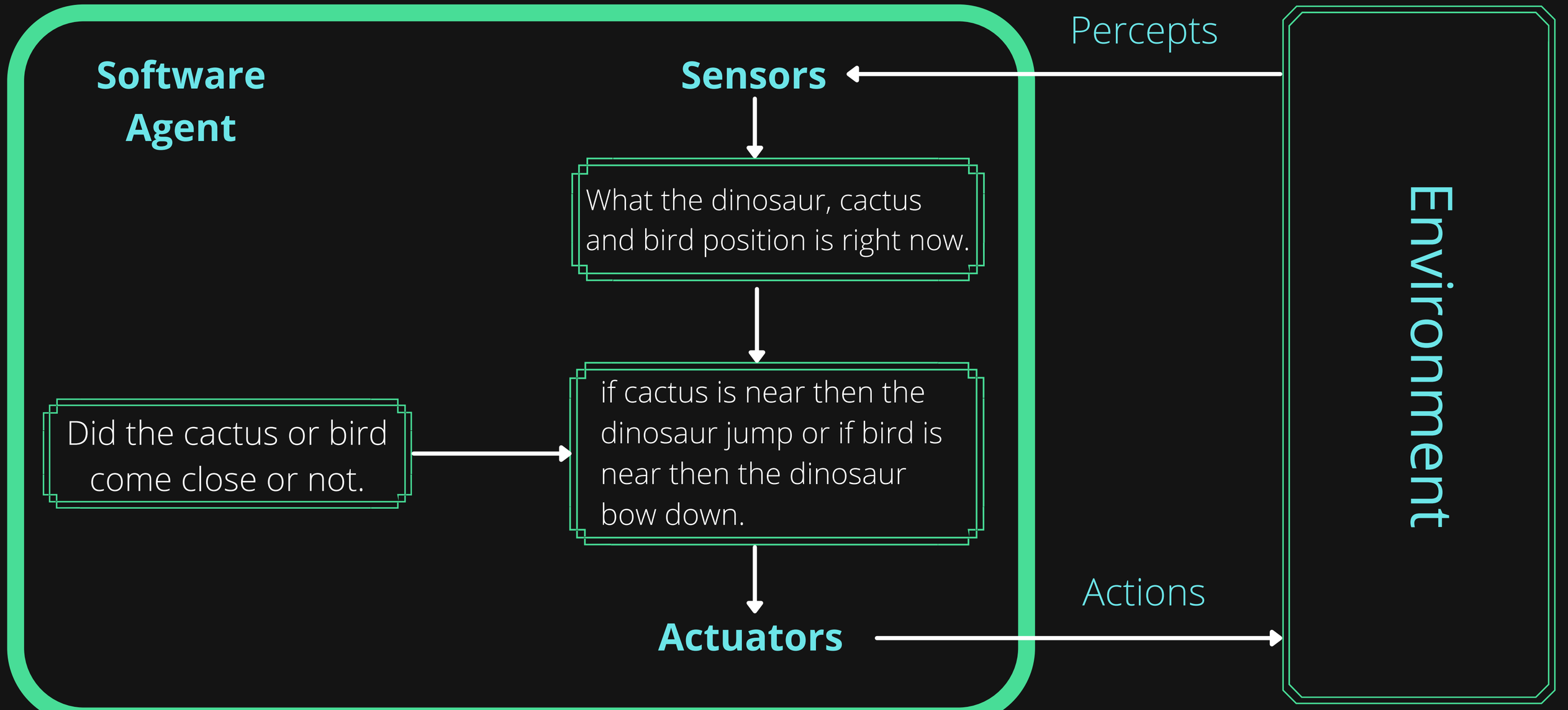
# What is Simple Reflex Agent?

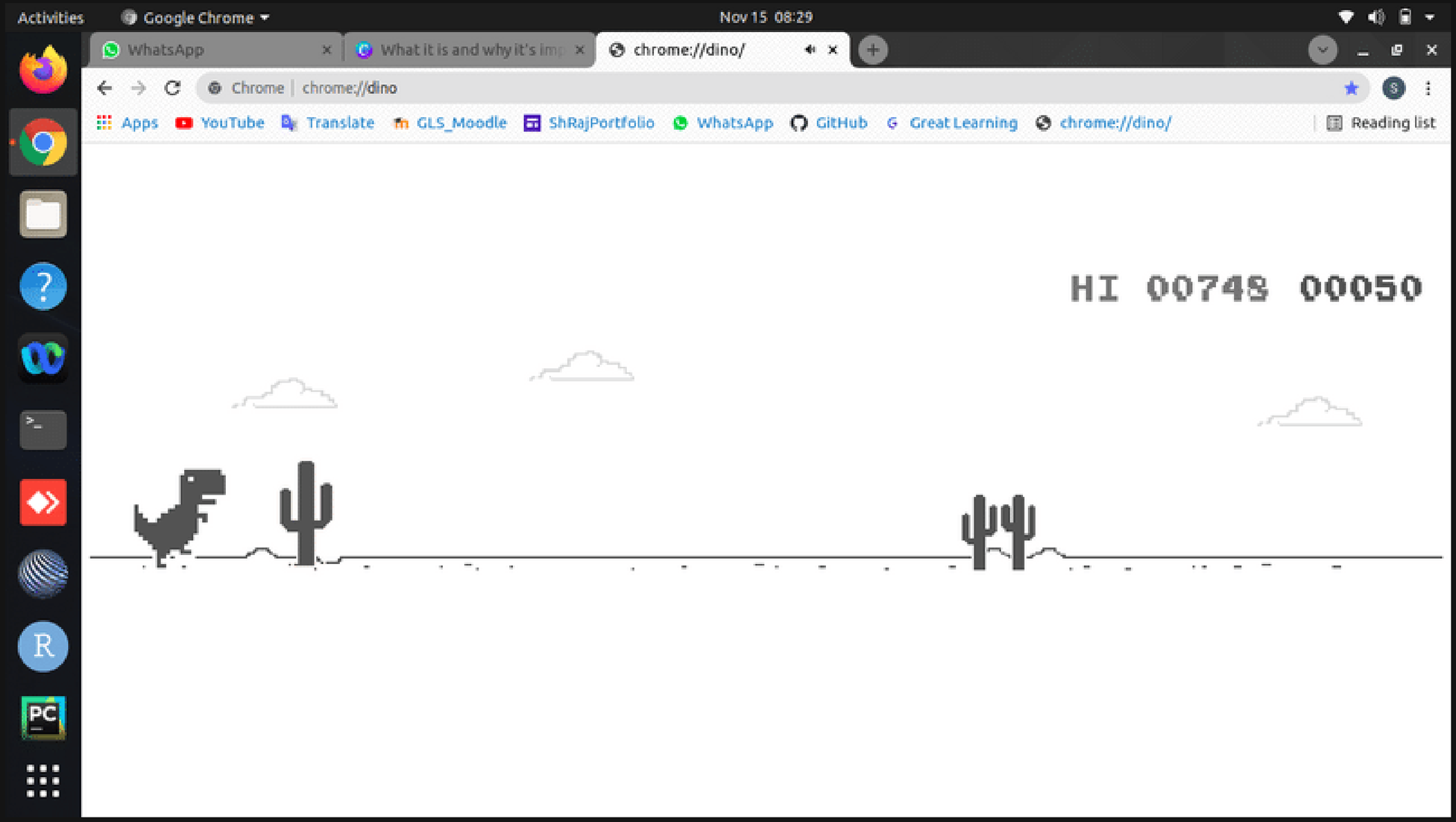
- The Simple reflex agents are the simplest agents
- These agents only succeed in the fully observable environment.
- Take decision on the basis current percept.
- It Works on Condition Action Rule which means it maps current state to action

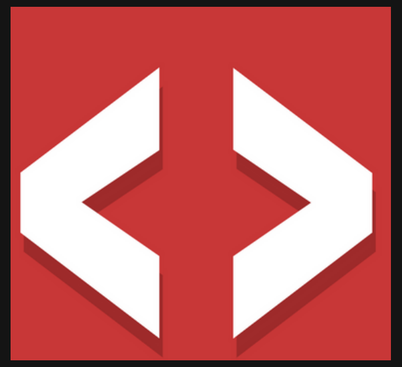


# Process of Simple Reflex Agent




Software Agent
Sensors
Percepts
Environment
What the dinosaur, cactus and bird position is right now.
if cactus is near then the dinosaur jump or if bird is near then the dinosaur bow down.
Did the cactus or bird come close or not.
Actuators
Actions


Activities
Google Chrome
Nov 15 08:29
WhatsApp
What it is and why it's imp
chrome://dino/
Chrome | chrome://dino
Apps
YouTube
Translate
GLS_Moodle
ShRajPortfolio
WhatsApp
GitHub
Great Learning
chrome://dino/
Reading list
HI 00748 00050



# What We are Using

Python Programming

Visual Studio Code

PyAutoGUI

PIL (Python Imaging Library)

Time

# Planning


Activities
Google Chrome
Nov 10 15:40
WhatsApp
What it is and why it's imp
New Tab
chrome://dino/
Chrome | chrome://dino
Apps
Gmail
YouTube
Maps
Translate
News
Untitled site
WhatsApp
GitHub
chrome://dino/
Reading list
HI 00724 00042
GAME OVER

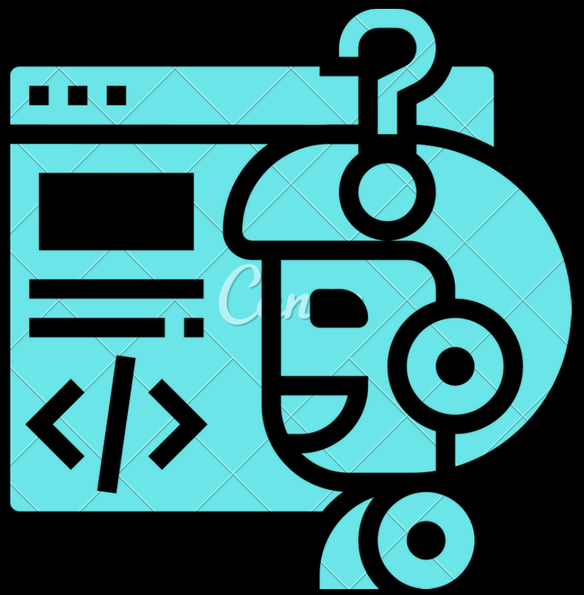
# Automate Chrome Dino Game Program:

```
import pyautogui
from PIL import Image, ImageGrab
import time

def isCollide(data):
    #Draw the rectangle for birds
    for x in range(280, 310):    #colomn1, colomn 2
        for y in range(350, 430):    #row1, row2
            if data[x, y] < 170:
                pyautogui.KeyDown('down')
                pyautogui.KeyUp('down')
                return
    #Draw the rectangle for cactus
    for i in range(350, 380):     #colomn1, colomn 2
        for j in range(430, 505):    #row1, row2
            if data[i, j] < 170:
                pyautogui.press('up')
                return

if __name__ == "__main__":
    print("Hello Dino game about to start in 3 second")
    time.sleep(3)
    pyautogui.press('up')

while True:
    image = ImageGrab.grab().convert('L')
    data = image.load()
    isCollide(data)
```



# Thank you.