MINECRAFT

...except Eugene is different

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Eugene is different

Problem & Analysis

- Apply AI to Minecraft

- Play Minecraft without mouse/keyboard

- Goals to support:

  - Head movements

  - Left click/Right click

  - Crouch

  - Walk

- Issues with live motion recognition

Use Cases

- Content Creation

- Challenges

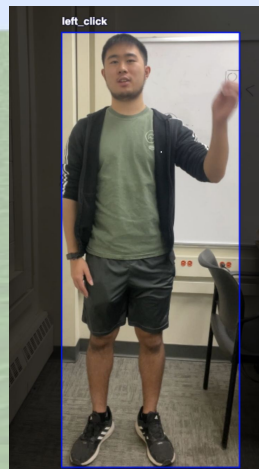- Physical disabilities/injuries

- Playing without a mouse

AI Algorithm and Model

- Roboflow was used for annotation of images for dataset

- YOLOv8 was used to detect our action

roboflow

YOLOv8

Mineflayer by PrismarineJS

Annotate data for training

Identify action and call function

Demo

Lessons Learned

- Data is EVERYTHING
  - Quantity
  - Quality
  - Diversity

- Good testing practices

- Proper documentation

Questions?