

Comments from the 2009 BotPrize

These are the transcribed comments from judges and confederates at the 2009 2K BotPrize Contest final, at the IEEE Symposium on Computational Intelligence and Games, held on 9 September 2009 at Politecnico Milano, Milano, Italy. More details on the competition can be found at www.botprize.org.

The format is:

Judge <judge number> (accuracy = <how accurate this judge is>)

Round <round number>

Human (<confederate's name>, rating = <rating given by judge>):

<comments made by judge on this player>

Bot (<bot's name>, rating = <rating given by judge>):

<comments made by judge on this bot>

Confederates comments (<confederate's name>, humanness = <average humanness rating given to this confederate>):

<comments by this confederate on the bot>

Judge 1 (accuracy = 2.6)

Round 1

Human (Davide, rating = 4):

Aggressive and accurate, but a little static for a human

Bot (anubot, rating = 0):

Did not turn to face me when shot.

Static.

Jumped and then "forgot" about me.

Confederate comments (Davide, humanness = 2.6):

It stopped itself too much by the doors, exposing easily to the flak

Round 2

Human (Diego, rating = 4):

Ran into bullet – appears to be a weakish human player

Bot (bradbot, rating = 2):

Stuck on walls

Quite realistic/effective

“forgot” what he was doing in complex combat

Confederate comments (Diego, humanness = 2.8):

Sometimes stood still elaborating then rushed up to shoot

Round 3

Human (Tommy, rating = 4):

Interesting, challenging player

Bot (ICE, rating = 3):

Excellent bot, good in local fire situation

Did not show the same planning/following behaviour as <human>

Confederate comments (Tommy, humanness = 3):

Good shots with pulse rifle

Used corners in environment well

Dynamic

Round 4

General: limited evidence, did not see <bot> at all in first half of the round

Human (Luca, rating = 4):

F??? Accurate player

So good that I rarely saw <bot>

Bot (UTAustinite: rating = 0):

<bot> was static and always used bullets

Confederate comments (Luca, humanness = 4):

The bot was able to hide well

It was too good to aim with the shock rifle (it didn't miss a shot with that weapon)

Round 5

Human (Nicola, rating = 4):

Showed human failings in losing (but not forgetting about!) a target

Bot (sqlitebot, rating = 2):

Aggressive

Showed signs of planning and targets persisting once out of sight

Got stuck in a loop at one point, just bouncing up and down

Very accurate

Confederate comments (Nicola, humanness = 2.8):

Always jumping and very good at dodging

Judge 2 (Garry)

Round 1

Human (Luca, rating = 4):

Bot (bradbot, rating = 1):

Jumped from side to side erratically

Confederate comments (Luca, humanness = 4):

The bot was really surprising even for an expert player like me.

Nice strategy, nice movement, great weapon choice.

The only bot able to paralyse me several times.

Round 2

Human (Nicola, rating = 0):

Bot (ICE, rating = 4):

Confederate comments (Nicola, humanness = 2.8):

I did not recognise the bot

Round 3

Human (Davide, rating = 0):

Very jerky when collecting vials – too jerky to be human

Bot (UTAustinite, rating = 4):

Confederate comments (Davide, humanness = 2.6):

100% with the shock rifle? It does not look human while holding that weapon.

Round 4

Human (Diego, rating = 1):

Odd behaviour (would charge opponent head on)

Bot (sqlitebot, rating = 4):

Confederate comments (Diego, humanness = 2.8):

Very good, dodger and weapon switching!

Round 5

Human(Tommy, rating = 0):

Play was too perfect (accurate shooting etc.)

Bot (anubot, rating = 0):

Confederate comments (Tommy, humanness = 3):

Good tight play

Stayed close, circled round firing often

Prone to stopping on the spot if you circled the bot while circling you

Judge 3 (accuracy = 2)

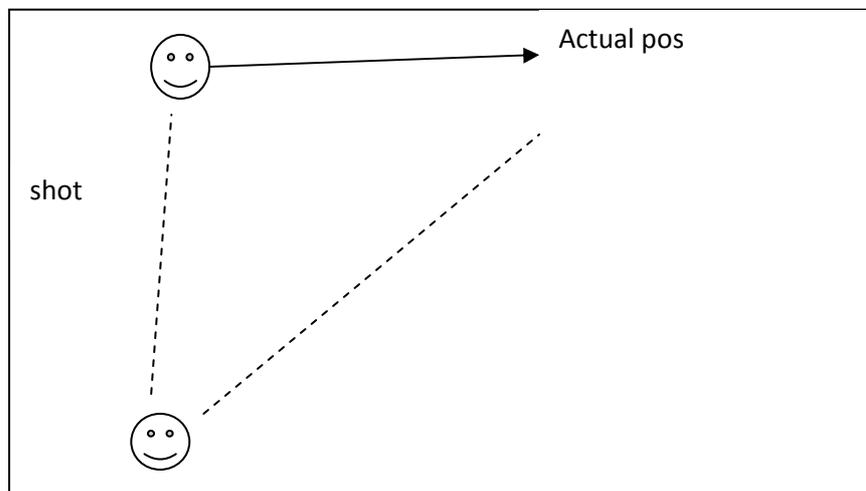
Round 1

Human (Diego, rating = 4):

Bot (ICE, rating = 1):

Not leading mobile targets

Single minded – too focussed



Confederate comments (Diego, humanness = 2.8):

Round 2

Human (Tommy, rating = 4):

Bot (UTAustinite, rating = 0):

Stands still to shoot

Returns to its death location

Confederate comments (Tommy, humanness = 3):

Bot very static

Prone to standing off with player

Failed to recognise third player arriving

Round 3

Human (Luca, rating = 4):

Bot (sqlitebot, rating = 2):

Confederate comments (Luca, humanness = 4):

Nice ability to find other players

Nice ability to aim and fire

The first bot able to kill me among the first three

Round 4

Human (Nicola, rating = 4):

Bot (anubot, rating = 2):

Didn't make use of power-ups and health

Didn't back off when overmatched

Confederate comments (Nicola, humanness = 2.8):

Very good and fast!

Round 5

Human (Davide, rating = 3):

Very aggressive – too aggressive?

Too accurate?

Very competent human or too competent AI?

Bot (bradbot, rating = 4):

Confederate comments (Davide, humanness = 2.6):

Good as the previous one but more though <ICE>. The best of the pack.

Judge 4 (accuracy = 1.4)

Round 1

General: Saw <human> a lot more than <bot>

Human (Nicola, rating = 3):

Bot (UTAustinite, rating = 1):

Confederate comments (Nicola, humanness = 2.8):

It seems that the bot takes a long time to decide what movement to do when it's under fire

I always found it in corners or near walls

Round 2

General: Saw <human> a lot more than <bot>

Human (Davide, rating = 3):

<human> is a very good player: hard to tell the difference between a good player and a bot!

Bot (sqlitebot, rating = 2):

Confederate comments (Davide, humanness = 2.6):

Abysmal, it escaped all the time

Round 3

General: Saw <bot> less but fairly balanced in terms of screen time.

Human (Diego, rating = 1):

Bot (anubot, rating = 3):

Confederate comments (Diego, humanness = 2.8):

Quite good, but was too masterful with weapons (switching, moving-shooting aim)

Round 4

Human (Tommy, rating=3):

Bot (bradbot, rating = 0):

Confederate comments (Tommy, humanness = 3):

Used shield "freeze" gun well

Bounced around a bit

Circled opponent

Good use of mods and flak cannon

Round 5

General: Saw <human> a lot more than <bot>

Human (Luca, rating = 4):

Played very well (too well for a bot?)

Bot (ICE, rating = 1):

Confederate comments (Luca, humanness = 4):

Got stuck several times on the wall

Jumped even when not necessary

Good ability to ??? players

Judge 5 (accuracy = 2.8)

Round 1

Human (Tommy, rating = 4):

Bot (sqlitebot, rating = 2):

Confederate comments (Tommy, humanness = 3):

Occasionally prone to static movement

Stand offs frequent, does not run away

Round 2

Human (Luca, rating = 4):

Bot (anubot, rating = 1): (Note: bot died)

Machine-like movement patterns

Slow reaction on fire, especially if attacked by 2

Confederate comments (Luca, humanness = 4):

Not so good it keep to stick in corner

Movement not that good and predictable

It has used powerup like invisibility though

Round 3

Human (Nicola, rating = 3):

Bot (bradbot, rating = 0):

No reaction in several situations (close, but on different level)

Confederate comments (Nicola, humanness = 2.8):

This one was very fast when under attack

Round 4

General: Didn't meet <bot> very often

Human (Davide, rating = 3):

Very reactive and skilled chaser

Bot (ICE: rating = 1):

Not very aggressive

Confederate comments (Davide, humanness = 2.6):

Almost like a real player. Good!

Round 5

Human (Diego, rating = 4):

Bot (UTAustinite, rating = 0):

Very bad positioning

Slow

Doesn't follow

Confederate comments (Diego, humanness = 2.8):

Pretty good one, but needs to be better on weapons (sometimes bio on long distance...)