

NLPragbot

Oct 2010 Review

NLPragbot

- Represents an end-to-end simulator
- Natural language goes in, pictures come out
 - That sentence took a long time to realize
- This talk is about the pictures

NLPragbot: Simulator

- Simulator lives in the Pragbot world
- Not really a game as much as a visualizer
- The FPS is that of CMDR, who is the only player in the game now

New features

- Rewritten in Scala
 - Code needed to be rewritten, and I wanted to experiment with Scala
 - Great move
- Only one playable character, but now a simulated teammate
- Simulation resides entirely on one machine
 - Sockets used to connect with the NL and logic components

Challenges

- JR's brain
 - Stepping through the automaton took some thinking
 - Translating what a state value into JR actions
- JR's path planning
 - Done very elementarily in Pragbot 2. Needed something more robust

Future Work

- Multi-agents
 - Framework is already in place
 - Badguys are agents too
- Better path planning for JR
- Dynamic environment
 - Moving badguys/hostages