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