

# How to submit OpenAI Gym AIs to the Fighting Game AI Competition

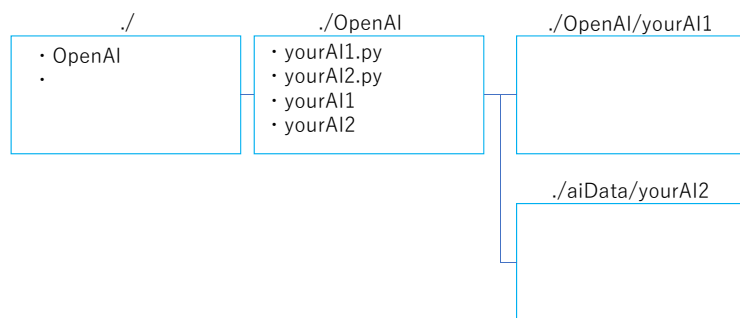
Team FightingICE  
June 23, 2019

## Required files

- README file
  - Write how to execute your AI or anything else that we should know about AI execution.
- Slides (PowerPoint, etc.) of 3 to 5 pages that describe
  - Your team (developer names and affiliations plus the AI name)
  - Your AI (concepts, techniques, etc.)
- yourAI.py
  - The name of the file and the name of the class must be the same.
  - For example, yourAI.py -> class yourAI()
- Other files
  - See the next slide

**(Please note that all submitted entries will be made publicly available after the competition)**

## File hierarchy in the competition



- Other files must reside in `./OpenAI/yourAI/` where the folder (in this example, `yourAI`) must have the same name as your AI class

## During a fight in the competition

- An instance of your AI will be generated.
- The environment will only call `get_action(self, obs)` to obtain an action from your AI given an observation `obs`.
- If you have any questions, please feel free to contact us at [ftg.aic@gmail.com](mailto:ftg.aic@gmail.com)

```
class OpenAIAgent():
    def __init__(self):
        """
        Please prepare for the fight.
        """
        pass

    def get_action(self, obs):
        """
        Decide the action.

        Parameters
        -----
        obs : np.float32
            Observation. len(obs) is 142.

        Returns
        -----
        action : int
            Action number [0, 39].
        """
        return action
```