

The 2nd **DareFightingICE** Competition

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About DareFightingICE Competition [1]

- FightingICE with an enhanced sound design
- **Sound Design Track**
 - This track seeks submissions for the best fighting game sound design.
 - Submission: A set of sound effects with the source code that implements their timing-control algorithm.
- **Blind AI Track**
 - This track seeks submissions for the strongest blind fighting game AI.
 - Submission: An agent that plays DareFightingICE using only in-game sound data as the input [2].



<https://tinyurl.com/DareFightingICE/>

[1] Khan et al., DareFightingICE Competition: A Fighting Game Sound Design and AI Competition, IEEE CoG 2022

[2] Thai Nguyen et al., A Deep Reinforcement Learning Blind AI in DareFightingICE, IEEE CoG 2022

Sound Design Track

1 st	Orange
2 nd	Blue
3 rd	Green



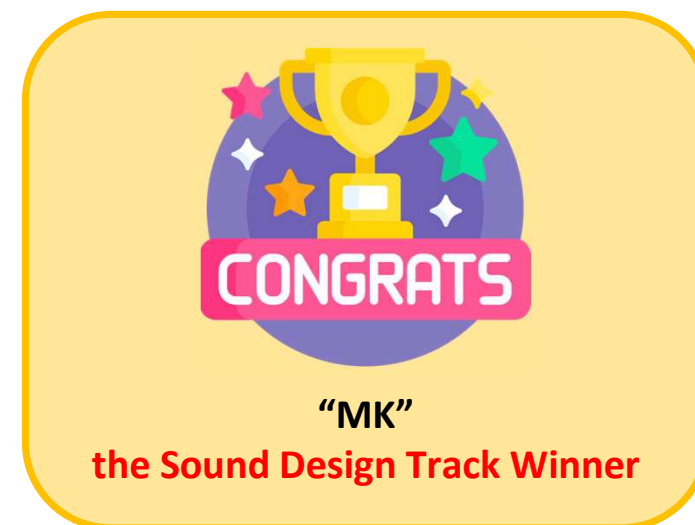
Subjective Evaluation (by human players)

- Performance Retention Rate (PRR)
- Audio Aesthetic Assessment (Survey)

Objective Evaluation (by Blind AI)

- Retrained per each sound design
- Performance vs MCTSAI23i (Win Ratio & HP Diff)

Submission	PRR	Survey	Win Ratio	HP Diff	Final Ranking
DA_DFICE_SD23	25	8	12	10	55
MK	15	18	25	25	83
MZ	18	15	8	8	49
RetroSoundDesign	12	25	6	6	49
Team blueCHIP	10	12	15	15	52
Team Hope	6	10	18	18	52
Ours	8	6	10	12	36



Blind AI Track

1 st	Orange
2 nd	Blue
3 rd	Green



Standard League

- Number of wins in a round-robin tournament
- The higher the stronger

Speedrunning League

- Time to beat MctsAi23i
- The lower the stronger

Submission	Standard	Speedrunning	Final Ranking
KS	4	10	14
PyThunder	25	25	50
CAS	18	18	36
RandMan	15	8	23
RandomKun	8	12	20
BAISIK	10	15	25
Ours (Blind AI)	12	4	16
Ours (MctsAi23i)	6	6	12





DareFightingICE Competition

Don't miss our short paper presentation!

- Nimpattanavong et al., “Achieving Fairness in DareFightingICE Agents Evaluation Through a Delay Mechanism,”
From 16:40 August 24 @ ISEC 136

Also, our works presented on past demo sessions!

- Thai Nguyen et al., “A Cross-Modality Transfer Reinforcement Learning Blind Agent on DareFightingICE,”
August 23 @ ISEC 102
- Khan et al., “Fighting Game Adaptive Background Music for Improved Gameplay,” August 23 @ ISEC 102

Let's Fight for SDGs!

See you next year and look forward to your participation

<https://tinyurl.com/DareFightingICE/>

