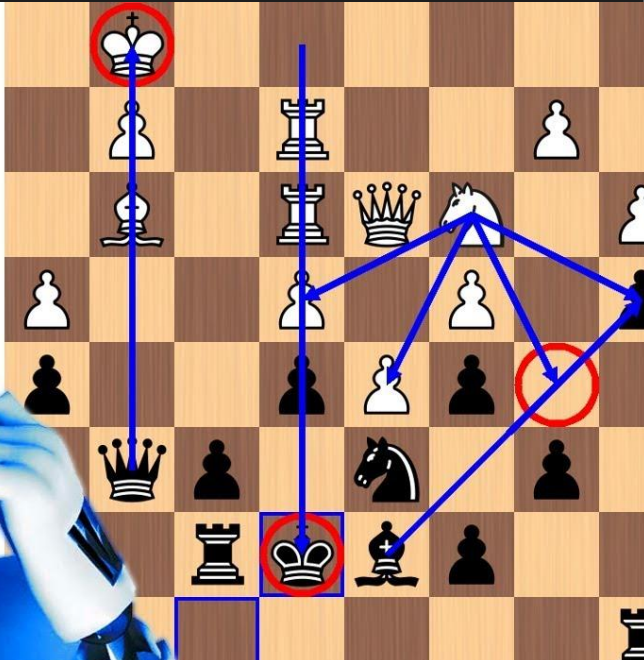
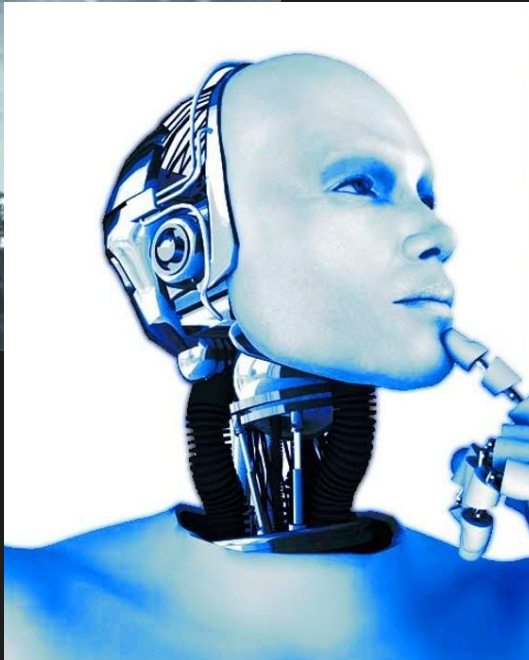




Draxel Release

SELF TRAINED AI



THERE AND BACK AGAIN



DESIGN

 POWER GRID    RESIST CHANCE 15%

End Turn UNDO MOVE



Artillery Mech 

Turn Over  

Gizmo

ATTACK ORDER 

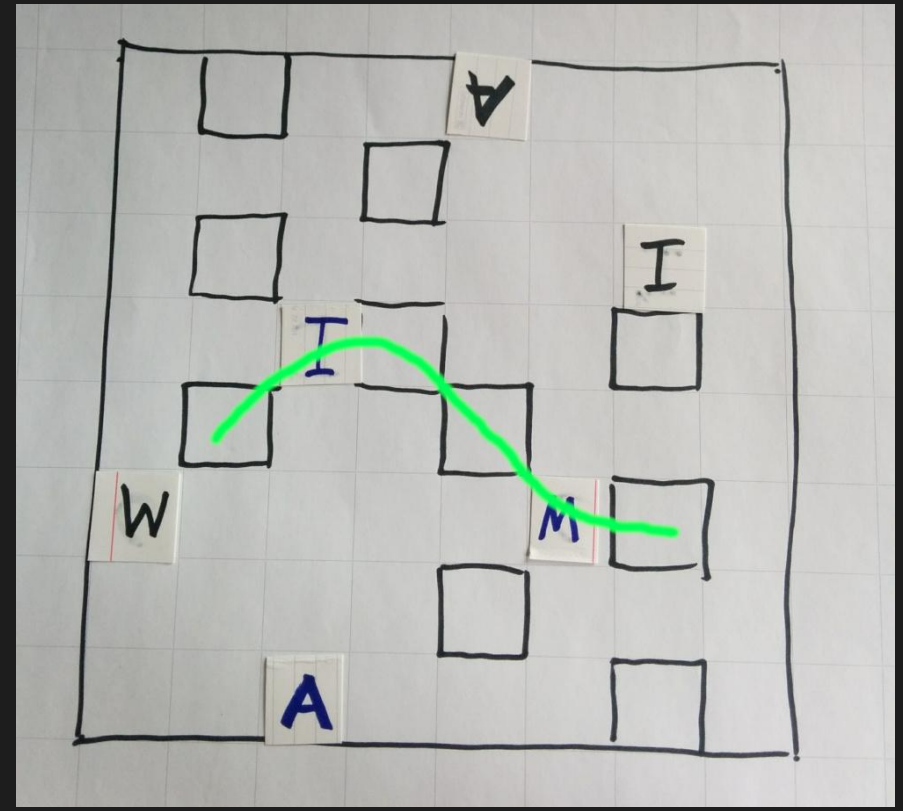
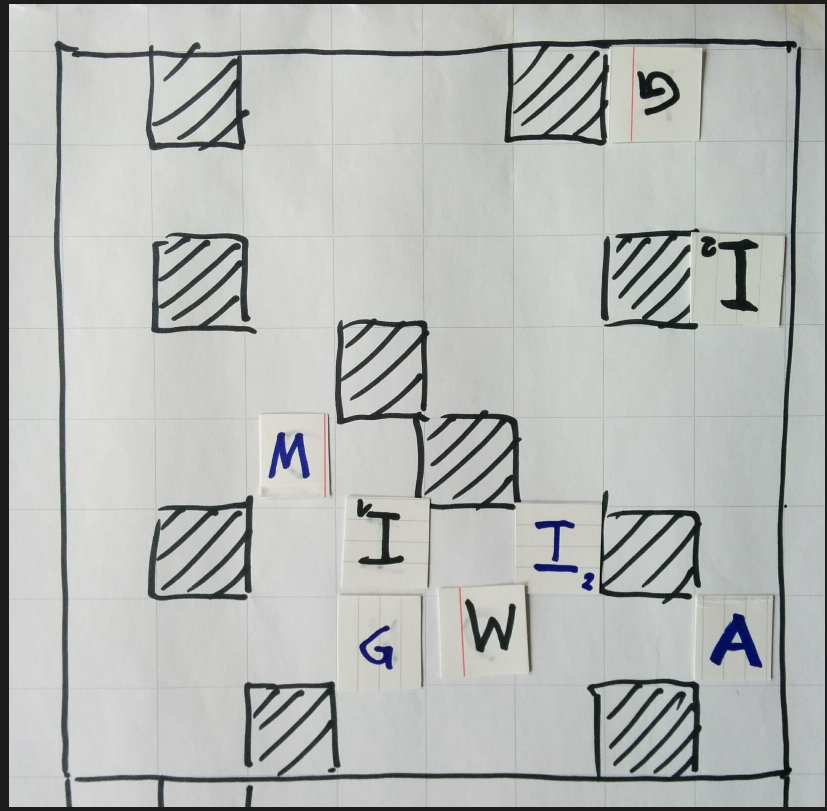
Enemy Routed in **4** turns

— Kill
— Pro
— Pr

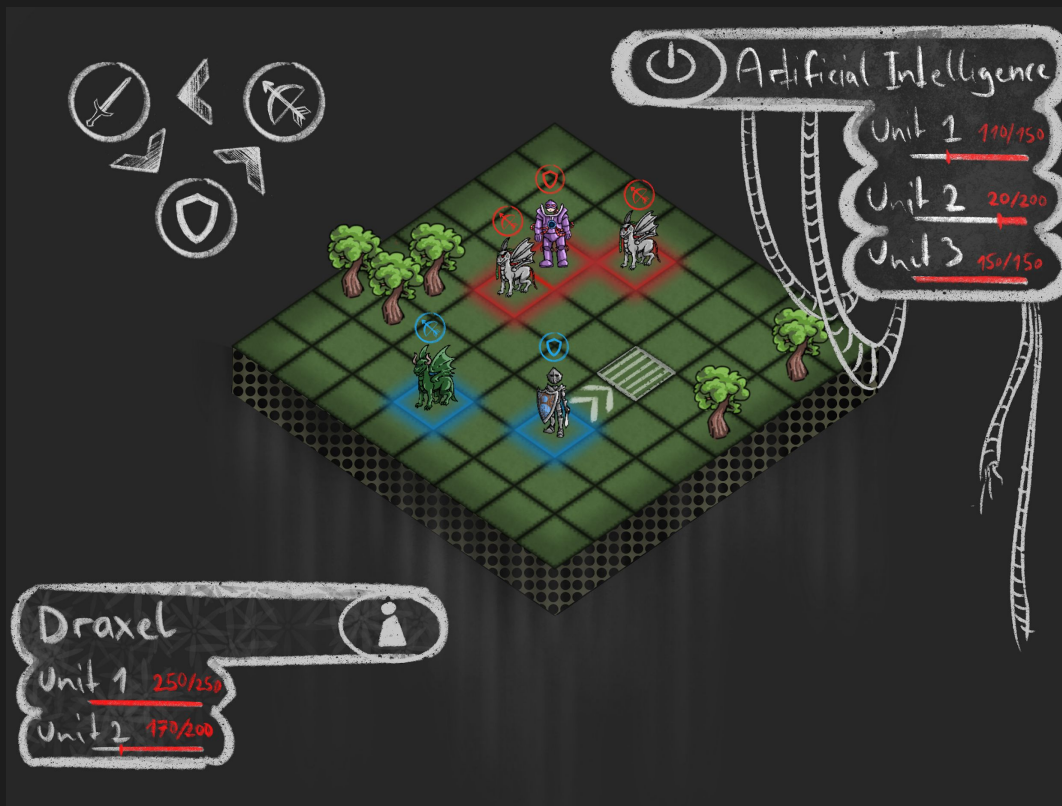


 **Ground Tile**
No special effect

PAPER PROTOTYP



INITIAL PLAN



ALPHA



Final Result



TECHNICAL CHALLENGE



Machine Learning Agents

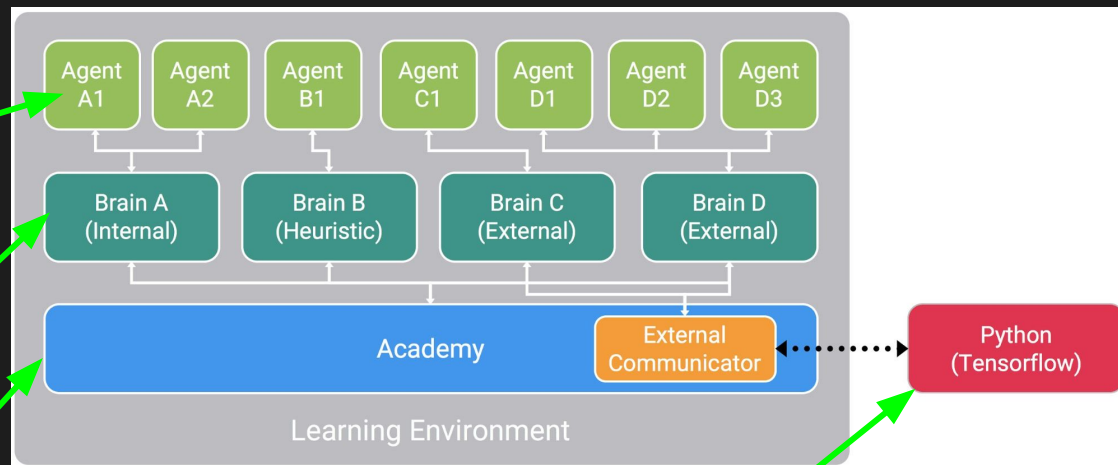


TECHNICAL CHALLENGE

Access to
current
game state

Makes
decision

Manages



BUG WITH MULTIPLE
RENDERTEXTURES

Lessons Learned (TESTING)



BAD

Lessons Learned (TESTING)



2/3

Welcome to Draxel!

Your goal is to defeat the enemy general.

On the top of the screen you can see the turn order. The pattern can let you or your enemy take two turns in succession, so plan your moves carefully!



This is Cyber-Jesus. He's the enemy.



Each turn is split into three phases:

1. Preparation! Choose your unit for this turn
2. Move! Move your unit to a position in range. You can end this any time!
3. Attack! Choose an enemy in range to attack. If you can't attack, this step may be skipped.

These are your units.



Close

Back

Next

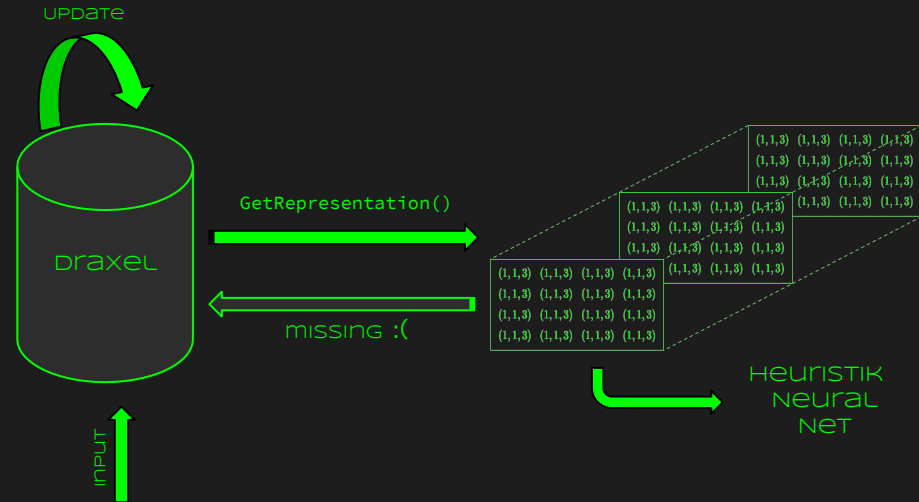
BETTER?

Lesson Learned (TECHNICAL)

"Turn Based" AI needs TO
EXPLORES THE SOLUTION SPACE,
no matter WHAT

SOFTWARE DESIGN IS IMPORTANT

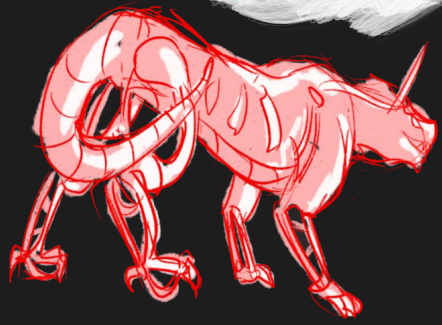
EXPERIENCE WITH THE PROBLEM
IS IMPORTANT :(



ART CHALLENGE



ART EVOLUTION



STATE OF THE NATION

FUNCTIONAL MINIMUM	
LOW TARGET	
DESIRABLE TARGET	
HIGH TARGET	



demo