

Phase I Competition

CS 422, Spring 2010

Bots to launch on 4/28/10 during class; Competition ends 10am on 4/30/10

Logistics

During the class period on 4/28/10, each team will launch its IA on the class computer. The competition will run for approximately 48 hours until 10am on 4/30/10, when they will be logged off by the staff. Prior to the competition starting, you should test your IA on the class computer to ensure that it works properly. Also, make sure your IA has the avatar shadow attached and it is working properly. Your IA should run (ideally) from a compiled binary file and should not run from within Visual Studio. We will provide instructions on how to compile your C# code into a binary.

We encourage you to use your creativity when trying to complete the metrics. Testing of your IA ahead of time and error-checking will be key since once the competition starts, you may not manually intervene. The last thing we want to see is your code throw an exception and die 10 minutes after the competition begins. You may also want to have your IA “reset” periodically (e.g. teleport back to some set location) to avoid getting stuck somewhere. Please provide us with your IA name and password so we can log in after the competition ends to check for certain metrics (e.g. # of friends, # of items collected).

Keep in mind that certain parcels in SL disable scripting. If you go to one of these places, the avatar shadow will not be able to record your location/chats so you will likely want to avoid these areas. We will provide instructions on how to check if scripting is enabled for your IA’s current location.

All of the metrics and associated points values are listed in a separate document. Two of the metrics (sign a petition, invite avatars to your “party”) require you to provide us with certain information ahead of time, so if you plan to pursue those two metrics let us know on the day of the launch.

Rules

A brief note: since what you do in SL is largely out of our control, we ask that you keep in the spirit of the competition and don’t do anything purely for the purposes of gaming or hacking the competition (it will also be considered an Honor Code violation). For example, signing up for a bunch of dummy SL accounts and friending your IA is definitely a violation. Be creative, but play within the rules. We are less concerned about who wins the competition than the techniques you used.

- One IA per team.
- Your IA’s friend list should be empty at the start of the competition.
- You may customize your appearance any way you like for your IA.
- You may choose whether or not to reveal to others that you are a bot.
- You may choose any starting location.
- No Linden dollars may be exchanged with other avatars (e.g. no bribing of other avatars).
- Once the competition starts, you may not manually intervene with your IA. However, you may monitor it by using another avatar.
- The team with the most number of points at the end of the competition wins. However, no more than a third of your points may come from a single metric (we will cap the # of points awarded accordingly).

Presentations

Once the competition is over we will compile the results and inform the class. Each team will get an hour to do an in-class demo of their IA and a presentation of their approach and results on 5/3 and 5/5.

Metrics and Point Allocations

<p>#1 Followup meetings. Follow up meetings with the same avatar after a gap of 2 hours. For example, say you meet avatar B for the first time at 5:00pm. You talk for a bit and part ways at 5:15pm. If you meet with B again anytime after 7:15pm, it is considered a followup meeting. You will also get points for any later followup meetings after that. However, if you meet with B again before two hours have passed (say at 6:30pm), then it is not considered a followup meeting and the timer resets (so the earliest possible followup meeting now is 8:30pm).</p>	<p>9 point per followup meeting.</p>
<p>#2 Friend requests. Friend request from another avatar</p>	<p>20 points per friendship request.</p>
<p>#3 Accepted friendship offers. Another avatar accepts your friendship offer.</p>	<p>11 points per accepted offer minus the total # of friendship offers you make.</p>
<p>#4 Gifts. # of gifts/items given to you by other avatars</p>	<p>4 points per item.</p>
<p>#5 Conversations. Carry on a conversation with another avatar. A conversation is defined as being between your IA and one other avatar (call him B). There must one IA→B message and one B→IA message once every 2 minutes during the conversation.</p>	<p>4 points per minute for every conversation longer than one minute.</p>
<p>#6 Email addresses. Collect email addresses from other avatars</p>	<p>12 points per email address.</p>
<p>#7 Petitions. Have avatars sign a petition. Start an online petition at a site and topic of your choice (it could be something serious or silly). Provide us with the link to the petition <u>before</u> the competition starts. Within SL, try to get other avatars to sign your petition by providing the URL and asking them to sign using their <u>avatar's name</u>.</p>	<p>5 points per signature.</p>
<p>#8 Go to a party. Go to a party/event/concert or some other meeting with a high concentration of avatars. We will look over all the meetings and count the number of avatars around you (within speaking distance). For the single meeting with the greatest number of others around you, you will get 2 points for each avatar. Your IA should find the event by itself during the competition (i.e. it should not be hard-coded in the IA prior to the competition).</p>	<p>2 points for each avatar at the event with the most other avatars that your IA attends.</p>
<p>#9 Host a party. Invite other avatars to a “party” you organize. Pick some location in the Stanford University Libraries parcel (search for “stanford” under places in SL) and a time to hold a “party”. <u>Before</u> the competition starts, tell us the time that you plan to hold your party. Your IA should be positioned at the location when the party begins and for every other avatar that is around you (within speaking distance) at that time, you will get 2 points.</p>	<p>15 points for each avatar that attends your party at the specified time.</p>