Custom Event Guide

This guide explains how to use Softserve's event API to create custom tournaments. This is not a requirement for the class, but it can help you develop and assess your AIs. For example, you can play different versions of your AI against itself, or play another group's AI in an exhibition match.

Creating a custom event

The key endpoint for this is `/event/create`. POST to it as documented, including a list of player names to include in the tournament and the number of game pairs for each matchup to play. You can also include an event name, or omit the name field to have a generic name generated.

The request returns the event name (necessary for you to know the name if you didn't specify one) and a token for use with `/event/data`. You should mostly be able to ignore the token, because Softserver will also email a dashboard link (with the token) to every event player's address. Use that link to access the event dashboard and follow game results.

The `random` player

The player `random` can be included in events. Its moves are entirely random across the possible actions from a state. It is useful to test against as a baseline sanity check that your AI is making better-than-random moves.

Wildcard events

If you work with many events, you may find it cumbersome to start new clients for each event. If you pass an asterisk (`*`) to the `event` field of `/aivai/play-state`, your client will be given states from any event its player is part of. This will let you leave a client running while you create events for it, e.g. having your current-best version running while testing modified versions against it.

Issues and feature requests

If you have any issues using the event creation API or a request for a feature create an issue or email rschneid@harding.edu.