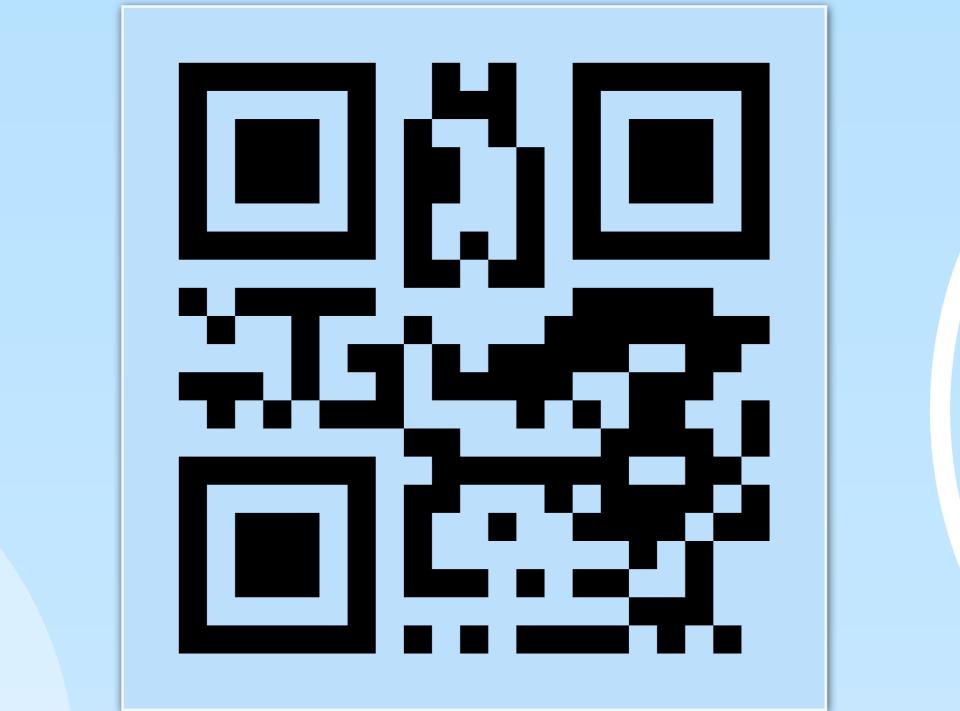
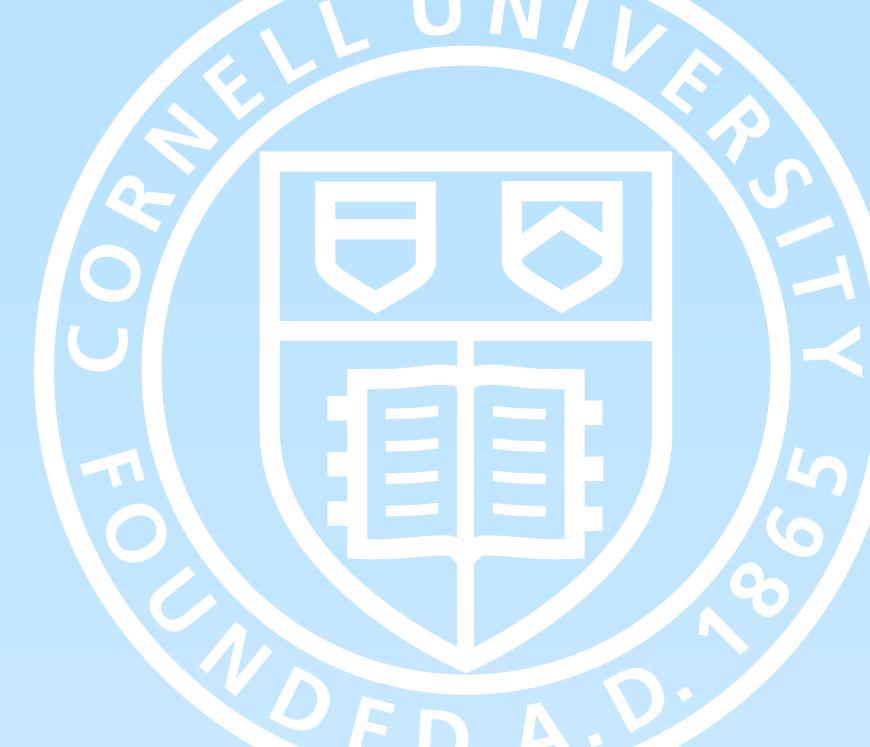
CB2: Collaborative Natural Language Interaction Research Platform

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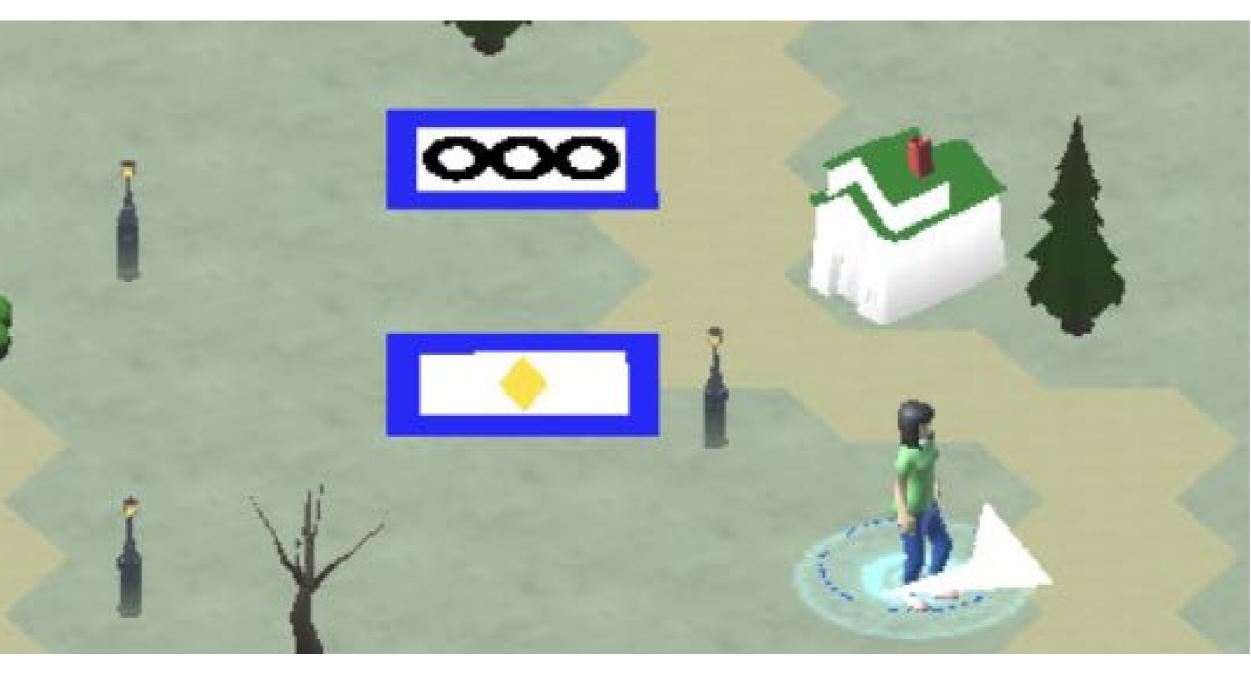




Code, demos, and docs at https://cb2.ai/

The CB2 Interaction Scenario

Collect Sets of Cards Your goal is to collaborate with your partner to collect sets of cards. Each set consists of three cards that cannot have repeating color, shape, or count. Each set gives you and your partner together one point!





Work Together Players take the role of either the leader or the follower. The leader sees the entire board and gives instructions to the follower. The follower can only see what is in front of them, but can move twice as far per turn. By working together, the leader and follower can maximize their score.

Bring Your Own Agent

from abc import ABC, abstractmethod

from py_client.game_endpoint import Action, GameState, Role

class Agent(ABC): """CB2 agent interface.

> Implement this interface and register it in agents/config.py to create your own CB2 agent.

Use agents/remote_agent.py to connect to a remote server (like CB2.ai), or agents/local_agent_pair.py for local self-training.

@abstractmethod

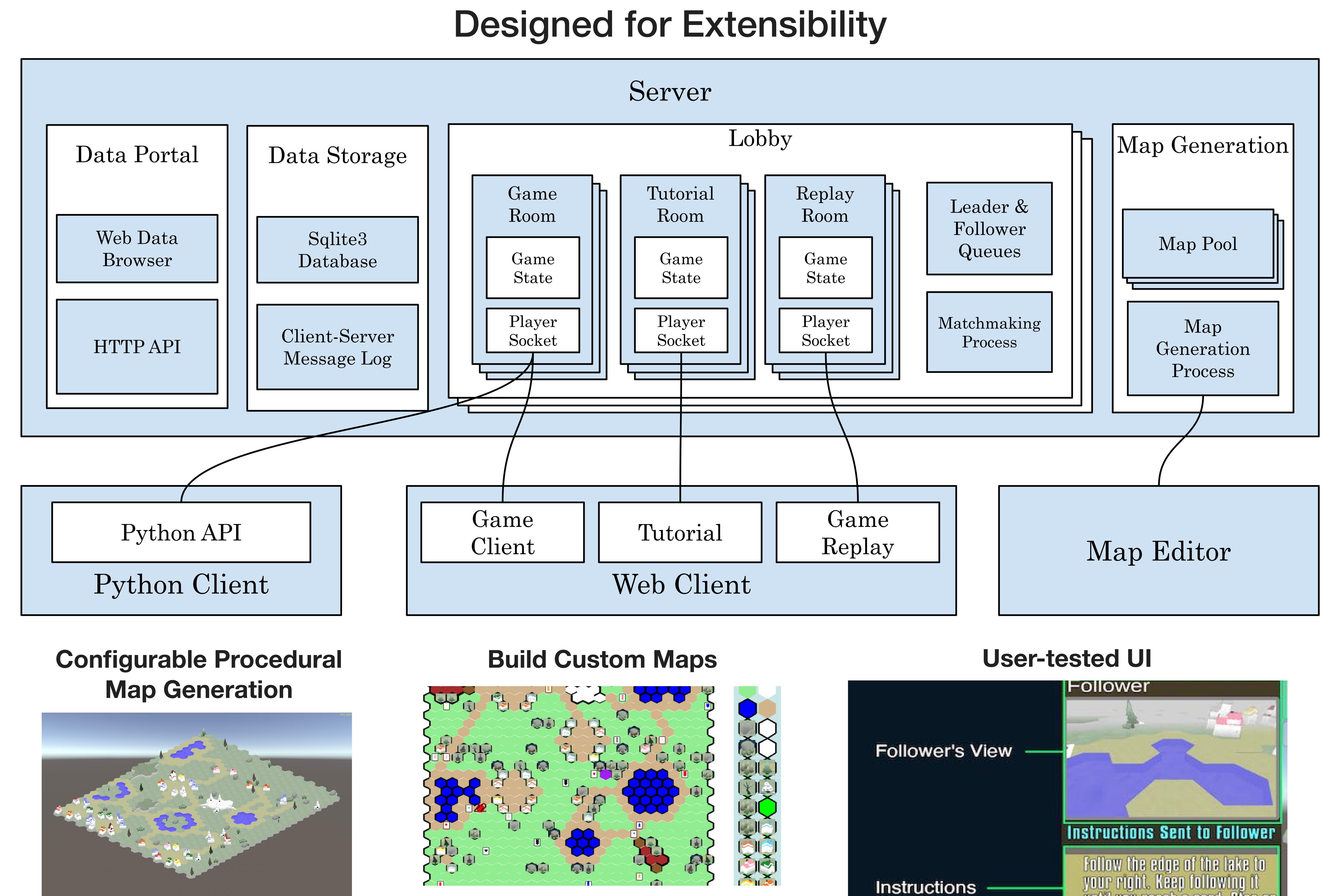
Make the Most of Limited Time The game ends when there are no more turns. This can be prolonged by scoring points, which adds turns. Each turn is limited, so players must think and work fast.



def choose_action(self, game_state: GameState) -> Action: """Chooses the next action to take, given a game state."""

@abstractmethod def role(self) -> Role: """Returns the role of the agent."""

Implement the Agent interface to create a custom bot that collaborates with players online.



Stochastic map generation ensures each game gets a unique, diverse map.

Modular Graphics



All graphics are designed for extensibility.

CB2 lets you create custom maps and game modes using the interactive map editor.

Configurable Source Code

Most things in CB2 are specified on the server backend, making it easy to create your own game with custom logic. You can create lobbies with authentication, custom matchmaking, and custom game modes.

Collect Data

The server contains a built-in data portal which allows you to view game data as it is collected. There is also a live dashboard for monitoring server health and a replay feature to review completed games.

	Instructions Sent to Follower
Instructions	Follow the edge of the lake to your right. Keep following it until you reach a card. Step on it it.
Camera Button c	
Interrupt Button Tab	HOLD to Interrupt Camera
Game Info	Score: 0 Time Left in turn: 00:48 Moves this turn: Turns Left: 5
Instruction Send UI	Enter Instruction Send

Ul designed with user feedback from hundreds of games. All buttons have keyboard shortcuts.