Project Proving Grounds 0.2.3: how the bots play each game

Updated Nov 18, 2026 · build 20261118-1525

Here's an honest look at where the bots stand in every game, game mode and vehicle in this version. I only rate something green once I've seen it working properly in real matches, so a lot is still yellow: it's playable, I just haven't tested it enough yet or it still has rough edges. I'm working through the reds and yellows, and I'll update this sheet with each release.

What the latest updates changed (build 20261118-1525)

Checked in real matches

- The launcher's Your PC check runs its speed test in every install again, so the First-time setup box shows how many bots run smoothly on each map size (it showed only the specs before).
- The launcher's Map Studio tile finds MCC Map Studio wherever it is on the PC (it used to open a folder window).
- Reach Headhunter: bots step onto skulls lying near them and take them (skulls left lying a minute or more: 56 down to 12 in a test match on Boardwalk), and take their skulls to the drop points that are open.
- Halo 3 third person: getting into the Chopper, the Mongoose or the Warthog puts the view behind the vehicle at once, and a hit while scoped no longer makes the view flicker.
- Halo 3 and Reach third person: a smaller crosshair that keeps each weapon's own shape; Reach's scope holds under fire.
- Halo 4 and Halo 2 Anniversary: bots pick up guns lying on the map.

Still being worked on

- The smaller third person crosshair in Halo 2, Halo 3: ODST, Halo 4 and Halo 2 Anniversary.
- The third person scope under fire in Halo 4, Halo 2 Anniversary and Halo 3: ODST.
- Bots stopping at low railings, and LiDAR scanning bots spending time on ground they already scanned.
- The Your PC numbers have not been compared with real matches on a Steam Deck yet.

Good to go

The bots play it properly.

Little buggy

Good to play, with a few small bugs.

Needs work

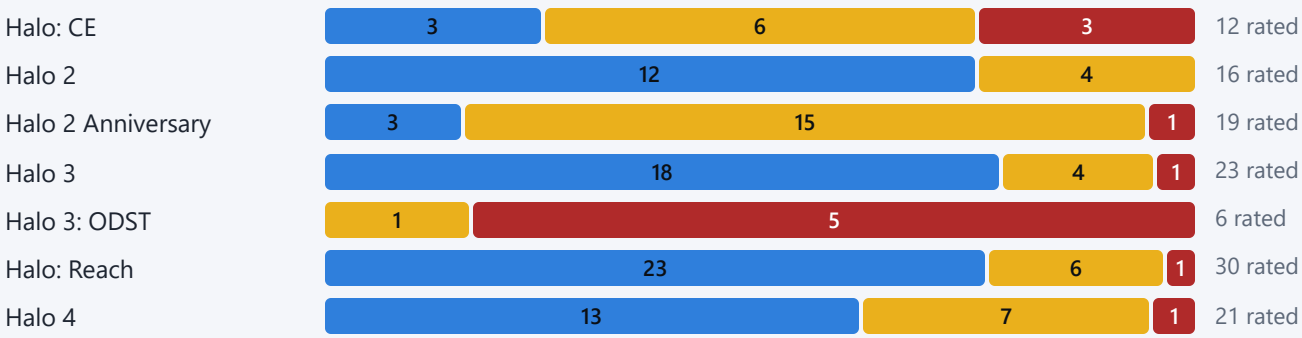
Playable, but still buggy or not tuned yet.

Not working

Not playable yet, or the bots ignore the objective or the vehicle.

"Tested in a match: no" means it works in my tests, but I haven't seen it in a real match yet, so it stays yellow at most.

Every game at a glance (game modes and vehicles together)



127 rated in all: 0 good to go · 72 little buggy · 43 needs work · 12 not working

Halo: CE

3 little buggy, 6 needs work, 3 not working

HALO: CE · GAME MODES

Name	Rating	Tested in a match	What to expect
Team Slayer	Little buggy	yes	Bots spawn, fight, score and use the map's weapons well.
Free for All	Little buggy	yes	Plays cleanly on Battle Creek and Hang 'Em High, also when the lobby has players on teams: in a free for all every bot plays for itself.
Capture the Flag	Not working	yes	Bots take and capture flags in real matches, but games are still low-scoring (one or two captures in 15 minutes on Hang 'Em High and Battle Creek), and on Blood Gulch they rarely make it to the flag.
Oddball	Needs work	yes	Bots carry the ball, guard their carrier and hunt the other team's.
King of the Hill	Not working	yes	Bots take and hold the moving hill and games stay close, but on Hang 'Em High nobody can get onto the middle hill, where every game starts.
Race	Not working	yes	Bots race the flags in order and finish laps; on Blood Gulch they drive, but often get stuck at one flag up on a rock.

HALO: CE · VEHICLES

Name	Rating	Tested in a match	What to expect
Warthog	Needs work	yes	Bots drive it in Race, but I haven't checked their gunning yet.
Rocket Warthog	Needs work	no	Supported, but I haven't seen a bot use it yet.
Ghost	Little buggy	yes	Bots drive and shoot the Ghost well; I last checked it in Race.
Scorpion	Needs work	no	Supported, but not tried in a real match yet.
Banshee	Needs work	no	Not tried yet, and bots can't fire its fuel rod bomb in CE.
Mounted turrets	Needs work	no	Supported, but not tried in a real match yet.

Halo 2

12 little buggy, 4 needs work

HALO 2 · GAME MODES

Name	Rating	Tested in a match	What to expect
Team Slayer	Little buggy	yes	Bots fight really well here (Halo 2 SWAT is my benchmark for Legendary), and they use vehicles now.
Free for All	Little buggy	yes	Plays and scores well. Like Team Slayer, no vehicles yet.
Capture the Flag	Needs work	yes	Bots capture flags, but sometimes a carrier can't score or one team never goes for the flag.
Oddball	Little buggy	yes	Bots carry the ball, guard their carrier and hunt the other team's.
King of the Hill	Little buggy	yes	Bots go to the hill, hold it and fight for it.
Assault	Needs work	no	Bots carry the bomb in my tests; not tried in a real match yet.
Territories	Needs work	no	New in this version: bots take territories in my tests; not tried in a real match yet.
Juggernaut	Needs work	no	Bots should spot the Juggernaut by his overshield; not tried in a real match yet.

HALO 2 · VEHICLES

Name	Rating	Tested in a match	What to expect
Warthog	Little buggy	yes	Bots drive it and man its chaingun.
Gauss Warthog	Little buggy	yes	Bots drive it and man its gauss gun.
Ghost	Little buggy	yes	Bots drive, shoot and boost.
Banshee	Little buggy	yes	Bots fly it, shoot and boost.
Wraith	Little buggy	yes	Bots drive it and fire its mortar.
Scorpion	Little buggy	yes	Bots drive it and fire the shell and its machine gun.
Spectre	Little buggy	yes	Bots drive it and man its gun.
Mounted turrets	Little buggy	yes	Bots man the turrets and fire.

Halo 2 Anniversary

3 little buggy, 15 needs work, 1 not working

HALO 2 ANNIVERSARY · GAME MODES

Name	Rating	Tested in a match	What to expect
Team Slayer	⚠ Needs work	yes	Plays and scores, and bots pick up weapons off the map. A few wander off, even into the water.
Free for All	⚠ Needs work	no	Should play like Team Slayer, but I haven't tried it in a real match yet.
Capture the Flag	⚠ Needs work	yes	Bots pick up the flag and scored on Zenith, but they get stuck in a few spots on Coagulation.
Oddball	⚠ Needs work	no	Bots carry the ball and score in my tests; not tried in a real match yet.
King of the Hill	⚠ Needs work	yes	Bots score on the hill in Crazy King, but I've only checked one short match.
Territories	⚠ Needs work	yes	Both teams took territories in one short match; it needs more testing.
Assault	⚠ Needs work	yes	Bots pick up the bomb and armed it on Lockdown in a real match; only one match checked so far.
Infection	⚠ Needs work	no	Should work, but I haven't tried it in a real match yet.
Ricochet	⚠ Needs work	no	Bots run the ball to the goal but don't throw it yet; not tried in a real match yet.
Grifball	⚠ Needs work	no	Bots carry the bomb to the goal; not tried in a real match yet.

HALO 2 ANNIVERSARY · VEHICLES

Name	Rating	Tested in a match	What to expect
Warthog	● Little buggy	yes	Bots get in, drive, gun and get out well; I haven't checked what they do with a flipped one yet.
Gauss Warthog	⚠ Needs work	no	Supported, but not tried in a real match yet.
Mongoose	⚠ Needs work	no	Supported, but not tried in a real match yet.
Gungoose	● Little buggy	yes	Bots drive it and fire its guns well.
Ghost	● Little buggy	yes	Bots drive and shoot it well, but can't boost it yet.
Banshee	⚠ Needs work	yes	Bots fly it and fire its cannons, but can't drop its bomb or boost yet.

Name	Rating	Tested in a match	What to expect
Hornet	Not working	yes	Bots get in but can't make it climb, so it sits on the ground.
Scorpion	Needs work	no	Supported, but not tried in a real match yet.
Mounted turrets	Needs work	no	Supported, but not tried in a real match yet.

Halo 3

18 little buggy, 4 needs work, 1 not working

HALO 3 · GAME MODES

Name	Rating	Tested in a match	What to expect
Team Slayer	Little buggy	yes	Some of my best matches with the bots have been Halo 3 Slayer. A weapon-swapping bug was just fixed and needs a recheck.
Free for All	Little buggy	yes	Plays like Slayer, every bot for itself.
Capture the Flag	Little buggy	yes	Bots attack, defend and capture flags, with pulls by both teams.
Assault	Needs work	yes	Bots have carried and armed the bomb, but results are mixed: one match ended 0-0.
Oddball	Little buggy	yes	Bots grab and hold the ball, and both teams score.
King of the Hill	Little buggy	yes	Bots find and hold the hill, moving hills too, and fight for it.
Territories	Little buggy	yes	Bots take and hold territories well.
Juggernaut	Needs work	yes	Bots spot the Juggernaut and team up on him, but I've only tested a few short matches.
VIP	Needs work	yes	Bots guard their VIP and hunt the other team's, but I've only tested two short matches.
Infection	Little buggy	yes	Zombies hunt with the sword and survivors hold rooms in groups.

HALO 3 · VEHICLES

Name	Rating	Tested in a match	What to expect
Warthog	Little buggy	yes	Bots drive it and gunners shoot.
Gauss Warthog	Little buggy	yes	Bots drive it and fire its gauss gun.
Transport Warthog	Little buggy	yes	Bots drive it and ride along.
Mongoose	Little buggy	yes	Bots ride and drive it across the map.
Ghost	Little buggy	yes	Bots drive, strafe, shoot and boost into enemies well.
Chopper	Little buggy	yes	Bots drive it hard, shoot and boost-ram, though now and then one froze in place.
Prowler	Little buggy	yes	Bots drive it and man its gun.

Name	Rating	Tested in a match	What to expect
Scorpion	**Little buggy**	yes	Bots drive it and fire its cannon.
Wraith	**Little buggy**	yes	Bots drive it and fire its mortar.
Banshee	**Little buggy**	yes	Bots fly it and fire its cannons.
Hornet	**Not working**	yes	Bots get in but can't make it climb, so it sits on the ground.
Elephant	**Needs work**	yes	Bots have trouble getting around the Elephant and treat it like a normal transport vehicle.
Mounted turrets	**Little buggy**	yes	Bots man the turrets and fire.

Halo 3: ODST

1 needs work, 5 not working

HALO 3: ODST · GAME MODES

Name	Rating	Tested in a match	What to expect
Firefight	⚠ Needs work	yes	Your 3 Firefight bots join your team, each as its own ODST (the Rookie, Mickey, Dutch, Romeo, Buck or Johnson) with or without the helmet, in its own colours, and fight the Covenant. They can't tell weapons or enemy types apart in ODST yet.

HALO 3: ODST · VEHICLES

Name	Rating	Tested in a match	What to expect
Warthog	✖ Not working	no	Bots can't get into vehicles in ODST yet.
Mongoose	✖ Not working	no	Bots can't get into vehicles in ODST yet.
Ghost	✖ Not working	no	Bots can't get into vehicles in ODST yet.
Olifaunt	✖ Not working	no	Bots can't get into vehicles in ODST yet.
Mounted turrets	✖ Not working	no	Bots can't use any seat in ODST yet, turrets included.

Halo: Reach

23 little buggy, 6 needs work, 1 not working

HALO: REACH · GAME MODES

Name	Rating	Tested in a match	What to expect
Team Slayer	Little buggy	yes	The mode I've played the most, and it plays well. A couple of recent fixes still need a recheck.
Free for All	Little buggy	yes	Plays like Slayer, every bot for itself.
Capture the Flag	Little buggy	yes	Bots capture flags and it plays well, but in big games the bot teams don't push the enemy flag enough.
Assault	Needs work	yes	Bots pick up and carry the bomb, but I haven't seen them score a plant in a real match yet.
Oddball	Little buggy	yes	One of the smoothest Reach modes: bots carry and hold the ball, and both teams score.
King of the Hill	Little buggy	yes	Bots hold the hill and score, but it can feel a little slow on the objective.
Territories	Little buggy	yes	Bots take and hold territories on Boardwalk, Powerhouse and Boneyard; on Spire they struggle.
Juggernaut	Needs work	yes	Played once in a short test: bots with the hammer swing it and get kills. I haven't checked how they hunt the Juggernaut yet.
VIP	Needs work	no	Should work, but I haven't tried it in a real Reach match yet.
Infection	Little buggy	yes	Zombies hunt and survivors hold out. Now and then zombies and survivors get confused and act like they're on the same team.
Headhunter	Needs work	yes	Bots pick up skulls lying near them and bank them at the open drop points. Checked in free for all on Boardwalk only.
Stockpile	Little buggy	yes	Bots carry flags home and both teams score.
Race (Rocket Race)	Little buggy	yes	Race plays well: bots drive their Mongooses through the gates in order, and Rally works too. Rocket Race (not in the custom game list) hasn't been tried.
Invasion	Little buggy	yes	Bots attack and defend every phase on Spire and Boneyard. On custom maps they respawn in the zones the map sets for each phase.

Name	Rating	Tested in a match	What to expect
Firefight	Little buggy	yes	Pick bots in the BOTS panel in the Firefight lobby: in Classic up to 7 teammates (8 players with you), in Versus a Spartan team and an Elite team, up to 4 each. They fight the Covenant (or beside it on the Elite side), go for the most dangerous enemies first and leave the dead alone.
Generator Defense	Little buggy	yes	Spartan bots guard the generators and lock them down when they come under attack, and Elite bots go for the open ones.

HALO: REACH · VEHICLES

Name	Rating	Tested in a match	What to expect
Warthog	Little buggy	yes	Bots drive and gun it.
Rocket Warthog	Little buggy	yes	Bots drive it and fire its rockets.
Gauss Warthog	Little buggy	yes	Bots drive it and fire its gauss gun.
Transport Warthog	Little buggy	yes	Bots drive it and ride along.
Mongoose	Little buggy	yes	Bots drive it well, including through the gates in Race.
Ghost	Little buggy	yes	Bots drive, shoot and boost well, boost-ramming included.
Revenant	Little buggy	yes	Bots drive it and fire its mortar.
Wraith	Little buggy	yes	Bots drive and fire it, and board enemy Wraiths to take out the driver.
Scorpion	Not working	yes	Bots get in but spend most of the time stuck or standing still. They do board enemy tanks and take out the driver.
Banshee	Little buggy	yes	Banshees fly and boost with real attack and bomb runs.
Falcon	Little buggy	yes	Bots fly it and man its guns.
Sabre	Needs work	yes	Bots can fly it, but don't use its missiles or other moves yet.
Seraph	Needs work	yes	Bots can fly it, but don't use its weapons yet.
Mounted turrets	Little buggy	yes	Bots man the turrets and fire.

Halo 4

13 little buggy, 7 needs work, 1 not working

HALO 4 · GAME MODES

Name	Rating	Tested in a match	What to expect
Team Slayer (Infinity Slayer)	Little buggy	yes	Plays and scores well; bots ride vehicles and pick up weapons off the map.
Free for All	Little buggy	yes	Plays smoothly, and bots pick up weapons off the map.
Capture the Flag	Needs work	yes	Bots captured and won 2-0 on Adrift, but that's the only map I've tested.
Oddball	Needs work	yes	Bots carry the ball and score, but I've only checked one short match.
King of the Hill	Needs work	yes	Bots follow the moving hill, but they stand around a lot and games are one-sided.
Regicide	Needs work	yes	Bots go after the King; they usually pick the right player, but can misjudge who it is.
Extraction	Not working	no	Not supported yet: bots play it as Slayer and never plant at the sites.
Dominion	Needs work	no	Bots hold the bases like Territories but don't fortify them. A File Share game type; not tried in a real match yet.
Flood	Little buggy	yes	Plays like a real game: the Flood rush survivors and use their thrusters, and survivors hold rooms in small groups. The first round can end right away; a fix for that needs a recheck.
Ricochet	Needs work	no	Bots run the ball to the goal but don't throw it. A File Share game type; not tried in a real match yet.
Grifball	Needs work	no	Bots carry the bomb to the goal. A File Share game type; not tried in a real match yet.

HALO 4 · VEHICLES

Name	Rating	Tested in a match	What to expect
Warthog	Little buggy	yes	Bots get in, drive, gun and get out.
Gauss Warthog	Little buggy	yes	Bots drive it and fire its gauss gun.
Rocket Warthog	Little buggy	yes	Bots drive it and fire its rockets.
Mongoose	Little buggy	yes	Bots ride and drive it.
Ghost	Little buggy	yes	Bots drive and shoot it well, but can't boost it yet.

Name	Rating	Tested in a match	What to expect
Mantis	**Little buggy**	yes	Bots walk the Mantis, fire its machine gun and rockets, and stomp.
Scorpion	**Little buggy**	yes	Bots drive it and fire its cannon.
Wraith	**Little buggy**	yes	Bots drive it and fire its mortar.
Banshee	**Little buggy**	yes	Bots fly it and drop its bombs the way players do.
Mounted turrets	**Little buggy**	yes	Bots man the turrets and fire.

Found a problem?

Press F9 in the match right when it happens and type what went wrong. The report is saved with a recording of that moment in the install folder's logs\bug_reports (the launcher's Open the install folder button takes you there).

Then open an issue on the project's GitHub page, say which game, map, mode and difficulty, and attach the report folder zipped. That's the fastest way to get something moved from red or yellow to green.

Thanks for playing!