Zerg StarCraft2Agent

Purpose of Implementation

This implementation is a StarCraft 2 building order to create a zerg agent

The purpose was to build all the essential buildings in order to obtain resources in an efficient way and to have enough Drones to build in a constant period of time, after that building queens to increase the larva production and defend the Liar, and follow series of conditions to have a balanced army in order to obtain units that can attack aerial objectives, strings units to defend and units with a faster mobility in order to cause a great harm.

Build Order

- Spawning Poll
- Extractor
- Spawning Pool
- Queen
- Lair

- SpineCrawler
- Hydralisk Den
- InfestationPit
- Hive
- UltraliskCavern

Considerations: The unit Queen is different because it is created as a building not as an unit.

Morph Order

- Drone
- Zergling
- Hydras
- Ultralisk

Zerg Tech tree and Unit Counters

Dependencies and libraries

- Python 2.7+
- [PySC2](#)

Zerg Agent

[agent.py](#)

Zerg Agent video

https://youtu.be/J0Ru5nZr8SU