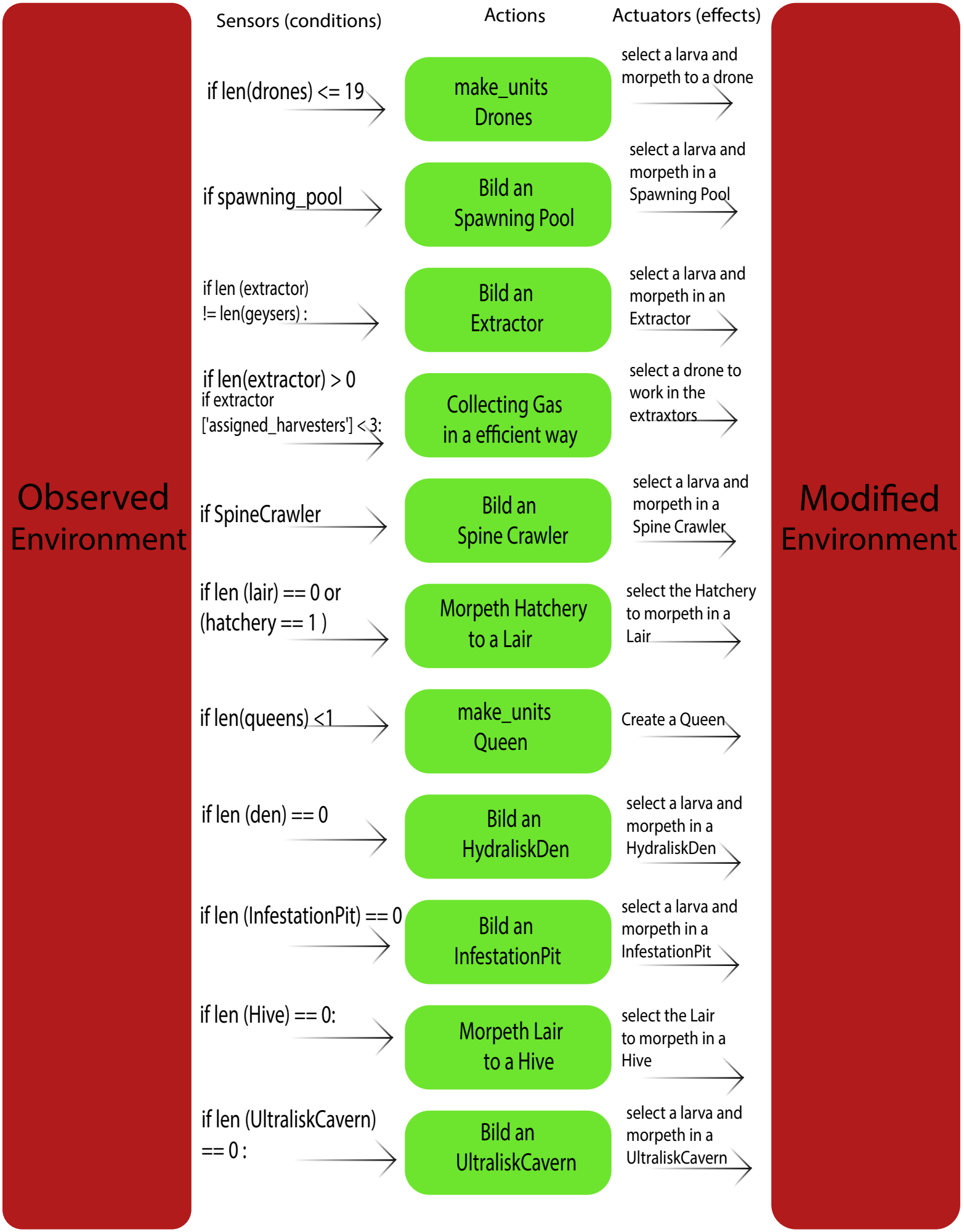
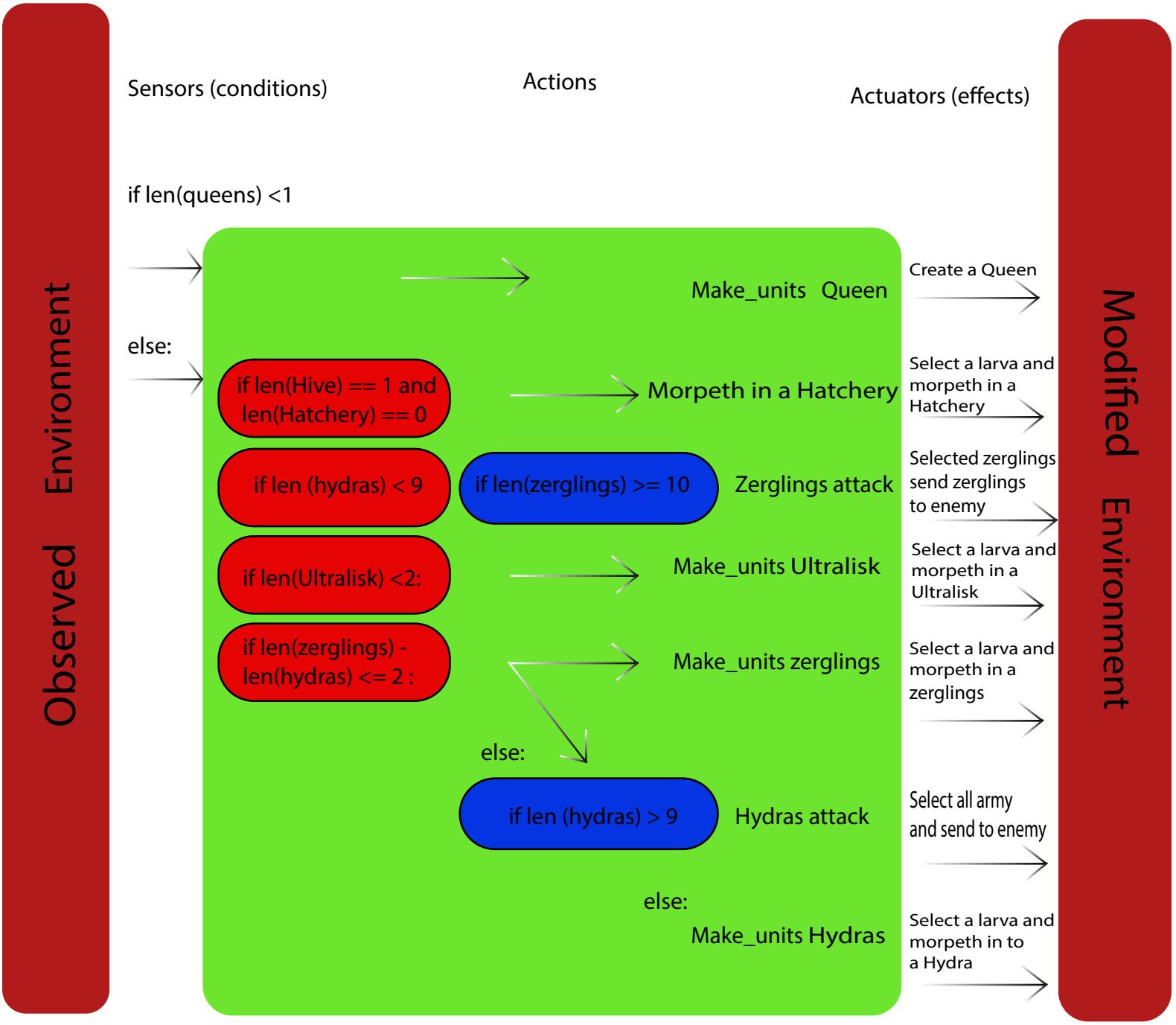

Observed Environment
Sensors (conditions)
Actions
Actuators (effects)
if len(drones) <= 19
make_units Drones
select a larva and morpeth to a drone
if spawning_pool
Bild an Spawning Pool
select a larva and morpeth in a Spawning Pool
if len (extractor) != len(geysers) :
Bild an Extractor
select a larva and morpeth in an Extractor
if len(extractor) > 0
if extractor ['assigned_harvesters'] < 3:
Collecting Gas in a efficient way
select a drone to work in the extraxtors
if SpineCrawler
Bild an Spine Crawler
select a larva and morpeth in a Spine Crawler
if len (lair) == 0 or (hatchery == 1)
Morpeth Hatchery to a Lair
select the Hatchery to morpeth in a Lair
if len(queens) <1
make_units Queen
Create a Queen
if len (den) == 0
Bild an HydraliskDen
select a larva and morpeth in a HydraliskDen
if len (InfestationPit) == 0
Bild an InfestationPit
select a larva and morpeth in a InfestationPit
if len (Hive) == 0:
Morpeth Lair to a Hive
select the Lair to morpeth in a Hive
if len (UltraliskCavern) == 0 :
Bild an UltraliskCavern
select a larva and morpeth in a UltraliskCavern
Modified Environment


Observed Environment
Sensors (conditions)
Actions
Actuators (effects)
if len(queens) <1
Make_units Queen
Create a Queen
else:
if len(Hive) == 1 and len(Hatchery) == 0
Morpeth in a Hatchery
Select a larva and morpeth in a Hatchery
if len (hydras) < 9
if len(zerglings) >= 10
Zerglings attack
Selected zerglings send zerglings to enemy
if len(Ultralisk) <2:
Make_units Ultralisk
Select a larva and morpeth in a Ultralisk
if len(zerglings) - len(hydras) <= 2 :
Make_units zerglings
Select a larva and morpeth in a zerglings
else:
if len (hydras) > 9
Hydras attack
Select all army and send to enemy
else:
Make_units Hydras
Select a larva and morpeth in to a Hydra
Modified Environment