<https://pathmind.com/wiki/deep-reinforcement-learning>

AI will command single unit and party of units, command of parties (army) is held by player. AI is captain of units, but also manages units and their behavior on map. This AI is a brain for any unit. AI which will be commander is different thing – strategy AI.

(p) – unit in party – used when unit is part of party

(f) – free unit – unit is acting on its own

(a) – army – party of parties

Agent – single unit

Actions: moving towards location, standing, maintaining formation (p), walking in formation (p), performing army stances or maneuvers (p)

Actions (f): taking cover, charging, fighting, running, withdrawing

Environment:

* Terrain:
  + Landform
  + Natural obstacles
  + Structures
* Warfare:
  + Commands of captain
  + Balance of strength (unit proficiency)
    - Agent vs agent
    - Agent party vs agent party
  + Position agent vs its party (p)
  + Position party vs army
  + Position enemy agent
  + Position agent party vs enemy army

State:

* Input from environment