Changes

1. Change the priorities of what the soldier should attack.
   1. Barracks first, then bases, then archers
   2. It prevents the enemy from spawn in soldiers, then we remove their gold storage, then we wipe them out.
2. Build a second refninery under the same heuristic logic as the barrack
   1. Doubles our gold count even more. For more buildings and soldiers.
3. Get rid of state machine. It limits everything we do in the RTS.
   1. For this specific project it’s actually detrimental to separate the different phases since we need to build, train, and attack all at once.
4. Get rid off Learning Method since it’s unnecessary for the competition
   1. Since it’s harmful most of the time, as the AI would be learning until it got to a proper setup, it’s better to just have it use the proper setup without learning to start with.
5. Made sure our soldiers started attacking the enemy as long as we have one soldier.
   1. There is no point in delaying the attack, there is no real formations in the game design and we can’t design one to have formations, so it’s better to use swarm tactics of throwing bodies at the enemy with targeting until we are the last ones left.