

Adam Levin
998408921

Commit Log

Commits on May 22, 2018

initialization of scout bot



[alev30](#) committed 17 days ago

- First creation of a bot that used a script with no ML for machine learning

Add files via upload



[alev30](#) committed 17 days ago

- Uploaded game replays

Commits on May 26, 2018

added engineering bay and turrets ...



[alev30](#) committed 13 days ago

Verified
[3396855](#)

Add files via upload ...



[alev30](#) committed 13 days ago

Commits on May 27, 2018

Add files via upload



works about half the time to set up engineering bay and turrets

[alev30](#) committed 12 days ago

Verified
[08ead53](#)

[fully functional bot - scouting, missile turrets, ...](#)



[alev30](#) committed 12 days ago

Verified
[E694170](#)

bot uses qlearning to implement scouting via marine production from barracks, builds supply depots, builds engineering bay and missile turrets for defense.

[Add files via upload ...](#)



[alev30](#) committed 12 days ago

Commits on May 28, 2018

[scouts opponents base ...](#)



[alev30](#) committed 11 days ago

smart agent scouts opponents base really well, including learning table

Commits on May 29, 2018

[more replays](#)



[alev30](#) committed 10 days ago

Commits on May 30, 2018

added a killbonus



[alev30](#) committed 9 days ago

Verified
[41fd8de](#)

IT WINS AND SCOUTS



[alev30](#) committed 9 days ago

Commits on May 31, 2018

reaper scout finds base quickly



[alev30](#) committed 8 days ago

Verified
[5fe6e96](#)

added excluded actions, refineries, and techlabs for reapers



[alev30](#) committed 8 days ago

Commits on Jun 1, 2018

finds base quickly, forces surrenders



[alev30](#) committed 7 days ago

Verified
[b79f966](#)

quick edits to unit placement, still finds base quickly ...



[alev30](#) committed 7 days ago