Terran Strategy Diagram
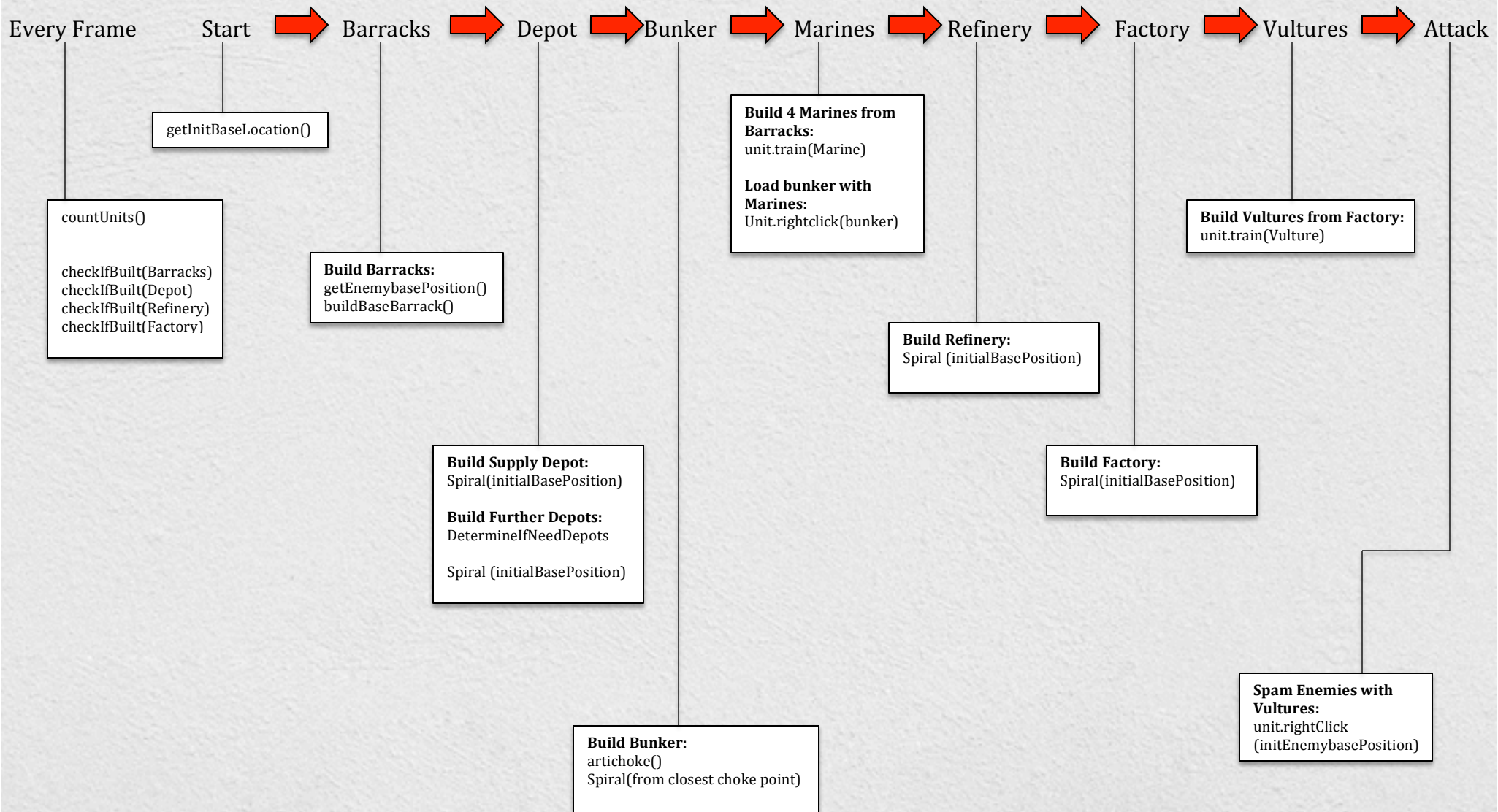
Every Frame → Start → Barracks → Depot → Bunker → Marines → Refinery → Factory → Vultures → Attack

getInitBaseLocation()

countUnits()

checkIfBuilt(Barracks)
checkIfBuilt(Depot)
checkIfBuilt(Refinery)
checkIfBuilt(Factory)

Build Barracks:
getEnemybasePosition()
buildBaseBarrack()

Build 4 Marines from Barracks:
unit.train(Marine)

Load bunker with Marines:
Unit.rightclick(bunker)

Build Vultures from Factory:
unit.train(Vulture)

Build Refinery:
Spiral (initialBasePosition)

Build Supply Depot:
Spiral(initialBasePosition)

Build Further Depots:
DetermineIfNeedDepots

Spiral (initialBasePosition)

Build Factory:
Spiral(initialBasePosition)

Spam Enemies with Vultures:
unit.rightClick
(initEnemybasePosition)

Build Bunker:
artichoke()
Spiral(from closest choke point)

STARCRAFT II
BROOD WAR

TERRAN

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