While(True):
step(observation object, actions)

observation object

PySC2 actions' library

TerranAgent (Agent)

SC2 (env)

if marines >= 15 — Select marines — Use function to select all marines

if marines are selected — Send the marines to attack based on minimap — Marines go to attack the enemy

if supplyDepots < 2
if minerals >= 100 — Select SCVs — Use function to select the SCVs

if SCVs are selected and can build supply depot — Build Supply depot at random location on screen — SCVs build the supply depot on the given location's coordenates

if barracks < 3
if minerals >= 100 — Select SCVs — Use function to select the SCVs

if SCVs are selected and can build barracks — Build barrack at random location on screen — SCVs build the barrack on the given location's coordenates

if barracks < 3 — Select barracks — Use function to select all barracks

if marines <= 15 — Train Marines — Use function to train (spawn) marines at the barracks

if engineeringBay < 3
if minerals >= 125 — Select SCVs — Use function to select the SCVs

if SCVs are selected can build a engineering bay — Build Engineering Bay at random location — SCVs build the supply depot on the given location's coordenates

if refinery < 1
if vespene geyser > 0 — Select SCVs — Use function to select the SCVs

if SCVs are selected and can build a refinery — Build Refinery at random geyser location — SCVs build the refinery on the given location's coordenates

if refineries > 0 — Check for assigned harvesters in random refinery — Get quantity of assigned harvesters of the refinery

if assigned harvesters < 3 — Assign harvesters to the refinery — Select SCVs to gather the vespene gas from the refinery and take it to the Central Command