



FALMOUTH
UNIVERSITY

COMP250 Artificial Intelligence

8: MicroRTS

MicroRTS



MicroRTS competition

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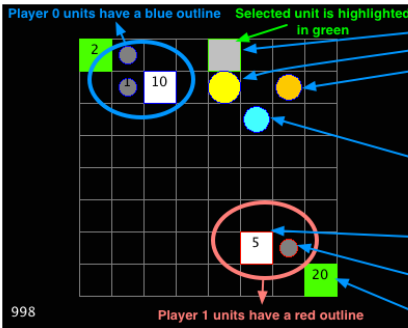
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 - ▶ Use these samples as a basis to create your own AI

Playing the game



Player 0 units have a blue outline

Selected unit is highlighted in green

Barracks: train attack units

Heavy: high power but slow melee unit

Light: low power but fast melee unit. Heavy and Light units are very effective when micromanaged properly. Stay away from these units if you are not familiar with microRTS though.

Ranged: long range attack unit. Try to use this unit, as it is the most effective for human use.

Bases: accumulate resources and train workers

Workers: can harvest minerals and construct buildings

Minerals: harvest them with workers

998

Player 1 units have a red outline

Light **Heavy** **Ranged**

Select the unit to train/construct with mouse, or using the highlighted quick key.

- **Select** units by left-clicking on them
- **Move** units by right-clicking on a destination
- **Attack** enemies by right-clicking on them
- **Harvest** minerals by right-clicking on them
- **Train** units by selecting them at the bottom of the screen
- **Construct** buildings by selecting the type of building at the bottom, and then right-clicking on the destination

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- ▶ **Attack units**: light, heavy, ranged (workers can also attack)

MicroRTS bot

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- ▶ `getAction` is called every game tick

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- ▶ `getAction` is called every game tick
- ▶ Assign **actions** to each of the player's units (including buildings)

Example bots