# Identification of decision-making processes realized by humans in Starcraft

## What/Purpose/Continuity

* The aim of this section is to give an overview of decision processes (agent’s playing game competencies) in RTS, especially in Starcraft domain. On this knowledge further, will be build on in next sections (examples of techniques to solve those problems in next section and own development) as one needs to understand various aspect of gameplay (game mechanics) to be able to master them. The section should make reader amazed of the complexity of this game and why it is difficult to make AI matching professionals. This statement about game complexity should be supported by examples of the computational complexity of few subtasks.

## How/Literature cove

* At first Starcraft game is introduced - extending intro with general game mechanics common for RTS games [1], [2], [3]
* Gameplay/game mechanics such as micro, macro,.. descriptions from [1], [2], [3], especially in [3] is a nice diagram with a complete overview to be used. Do not forget to mention aspects of the partially observable environment. In [1] are sometimes nice examples when player lack behind in some of those areas, so it is vital to put stress on this in the text as well as it is critical to identify the critical one to include them in the agent. The variety of decision-making processes leads to many ways/attempts to solve them (a direct reference to next section).
* At the end of the chapter computational complexity of RTS [2] (in comparison to other games) and various subtasks is introduced [4], [5] – as also mention that players abstract in Starcraft a lot – this (with complexity) is motivation (supports ideas) for design of MAS as it is and using MDPs with finite states.

## Notes

## Body