SoyGema / Startcraft_pysc2_minigames

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SoyGema Update README.md ... Latest commit 6bd7861 on Aug 29, 2018

..		
.DS_Store	review agent	last year
DQN_Agent.py	Debug and get agent to train	last year
DQN_Agent_LSTM.py	Update callbacks	11 months ago
README.md	Update README.md	11 months ago
q_learning_agent.py	Update qlearningagent -Tested with new release-	last year
scripted_agent.py	Update scripted_agent.py	last year
sentry_defense.py	rename properly	2 years ago

README.md

Sentry Agent mini-game Map exploration

This part of the repository aims to post several agents regarding functions of sentry unit. SentryDefense.py --contains all the actions for sentrydefense unit scripted_agent.py --contains tests for Forcefield Starcraft 2 map

Sentry unit scripted bot running

--Clone the repo

--Put ForceField.sc2 map into your minigames map folder

--Go to pysc2/maps/mini_games.py and add ForceField map to the array map

--In the /pysc2/agents/ folder type

```
$ python3 -m pysc2.bin.agent --agent scripted_agent.SentryForceField --map ForceField
```

About the agents

-- scripted_gent.py --- > scripted -Tested-

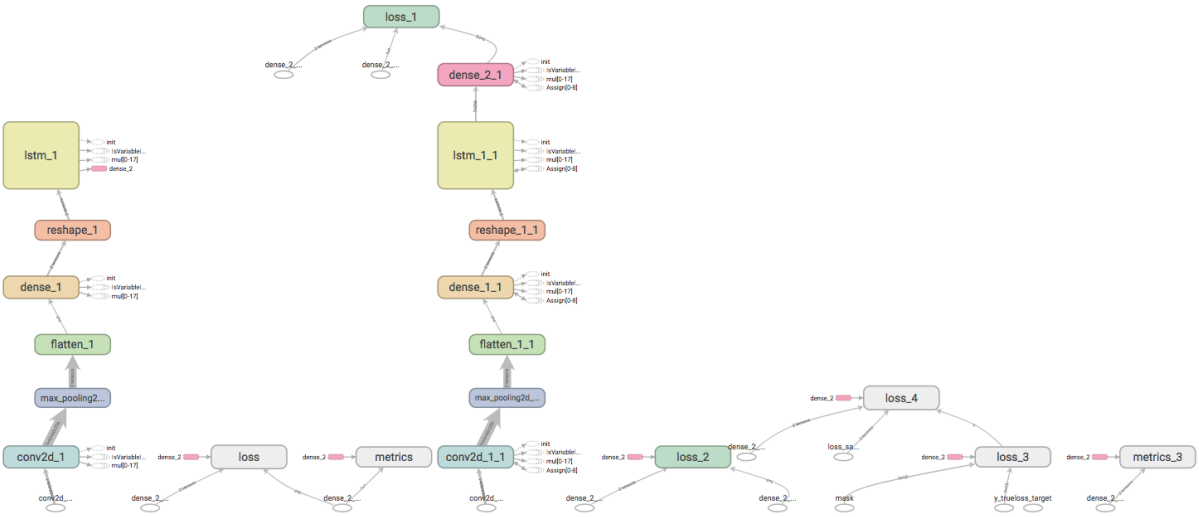
-- q_learning_agent.py --- > learning agent - Tested -

-- DQN_Agent.py --- > learning agent - Tested -

-- DQN_Agent_LSTM.py --- > learning agent - Tested - Architecture bellow

After executing file, type in console :

```
$ tensorboard --logdir path/Graph --host localhost --port 8088
```



Debugging and testing

Print available actions

Will print the id of the available actions in a list

```
action_no = actions.FunctionCall(_NO_OP, [])
obs_no = super(Environment, self).step([action_no])
actions_available = obs_no[0].observation.available_actions
print(actions_available)
```