StarCraft II Micro-Control Agent User Guide

1. Clone the project from: https://github.com/ISA-has-two-projcet/Starcraft_II_Agent.

2. Install StarCraft II form: https://starcraft2.com/

3. Install requirement.txt

4. If StarCraft II is not installed in the default directory, you need to modify the installation directory of StarCraft II in the installation directory of Pysc2:
    *Python Environment/Lib/site-packages/pysc2/run_configs/platforms.py
        Modify the underlined part in the figure below.

```python
class Windows(LocalBase):
    """Run on Windows."""

    def __init__(self):
        super(Windows, self).__init__(
            os.environ.get("SC2PATH", "D:/Program Files/StarCraft II"),
            "SC2_x64.exe", "Support64")

    @classmethod
    def priority(cls):
        if platform.system() == "Windows":
            return 1


class MacOS(LocalBase):
    """Run on MacOS."""

    def __init__(self):
        super(MacOS, self).__init__(
            os.environ.get("SC2PATH", "/Applications/StarCraft II"),
            "SC2.app/Contents/MacOS/SC2")

    @classmethod
    def priority(cls):
        if platform.system() == "Darwin":
            return 1
```

5. Enter the current directory on the command line and use the following command to train the model:
        python dqn_agent.py 10000000