30-01-2018

Working on my ai today, figured out the issues with the plan structure. It seems that the action list for building buildings get build in the order that the plan goes.

One issue I have ran into is the train unit function, it seems that the ai has an issue with selecting a gateway to build from if theres more than on gateway. Turns out build army in the code was set to returning false. I need to come up with a way to return true

Also posh plans seem to only be able to do once thing at a time, so if it is trying to do something impossible it will hang there and not continue.