# RTS Balancing

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# What is balancing?



#### Presentation points

- 1. Unit balancing
- 2. Resource Systems
- 3. Artificial intelligence (AI)
- 4. Map design
- 5. Personal conclusions

# Unit balancing





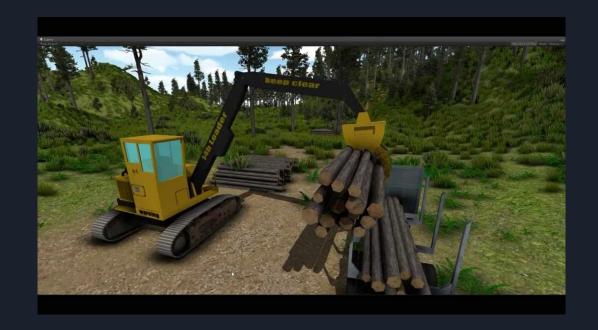
# Zero-sum games



-	r	р	S
R	0	-1	+1
Р	+1	0	-1
S	-1	+1	0

## Resource System

- How to expend
- How to gather



### Artificial intelligence

- 1. More HP / Damage
- 2. Predictable
- 3. React to the player

#### **ENEMIES WERE VERY INTELLIGENT**





# Map design

- Chokepoints
- Openness
- Resources
- Starting points
- Base location
- Map symmetry



# Personal thoughts and conclusion



# Thanks for your attention