Sensors(conditions)	Agent actions	Actuators(effects)
if zerglings > 5 if hydras > 5 if zerlings and hydras selected	Army attack	zerglings and hydras attack enemy base
if zerglings > 5 if hydras > 5	Select army	army units selected
if enemy on screen if queen selected	Queens defend	queens attack enemies on base
if enemy on screen	Select queens	queens are selected
if hatchery > 0 if drone selected	Move camera second position	camera is moved to other base
if hatchery == 0 if drone selected	Build second Hatchery	hatchery is built on another base
if second_hatchery == 0	Select drone	drones are selected
if second_hatchery != 0	Move camera first position	camera is moved back
if second_hatchery != 0 if drone selected if extractor < 1 if geysers > 0	Build extractor	extractor is built
if second_hatchery != 0 if extractor < 1	Select drone	drones are selected
if second_hatchery != 0 if spawning_pool < 1 if drone selected	Build spawning pool	spawning pool is built
if second_hatchery != 0 if spawning_pool < 1	Select drone	drones are selected
if overlords > 2 if overlords selected	Move overlords	overlords are moved
if overlords > 2	Select overlords	overlords are selected
if queens < 2 if hatchery/lair selected	Build queen	queen is built
if queens < 2 if hatchery/lair > 0	Select hatchery or lair	hatchery/lair is selected
if zerglings <= 9 if larvae selected if free_supply < 2	Build overlord	overlord is built
if zerglings <= 9 if larvae selected	Build zergling	zergling is built
if zerglings <= 9	Select larvae	larvae is selected
if drones <= 3 if larvae selected if free_supply < 2	Build overlord	overlord is built
if drones <= 3 if larvae selected	Build drone	drone is built
if drones <= 3	Select larvae	larvae is selected
if extractor > 0 if assigned drones < 3 if drone selected if drones selected < 2	Drone to harvest gas	drones go to harvest gas
if extractor > 0 if assigned drones < 3	Select drone	drone is selected
if lair == 0 if second_hatchery != 0 if hatchery selected	Morph hatchery to lair	hatchery morphs into lair
if lair == 0 if second_hatchery != 0	Select hatchery	hatchery is selected
if den == 0 if second hatchery != 0 if drone selected	Build hydralisk den	hydralisk den is built
if den == 0 if second hatchery != 0	Select drone	drone is selected
if hydralisk <= 12 if larvae selected if free_supply < 2	Build overlord	overlord is built
if hydralisk <= 12 if larvae selected	Build hydralisk	hydralisk is built
if hydralisk <= 12	Select larvae	larvae is selected
if minerals > 0 if assigned drones < 3 if drone selected if drones selected < 3	Drone to harvest mineral	drones go to harvest minerals
if minerals > 0 if assigned drones < 3	Select drone	drones are selected

Observed Environment Modified Environment