MEMORIES

[https://eprints.ucm.es/61722/](https://meet.google.com/linkredirect?authuser=1&dest=https%3A%2F%2Feprints.ucm.es%2F61722%2F)

[https://eprints.ucm.es/61907/](https://meet.google.com/linkredirect?authuser=1&dest=https%3A%2F%2Feprints.ucm.es%2F61907%2F)

<https://eprints.ucm.es/38689/1/Memoria%20tfg.pdf>

STARCRAFT IA COMPETITION

<https://www.cs.mun.ca/~dchurchill/starcraftaicomp/report2015.shtml>

<https://www.researchgate.net/publication/329202945_StarCraft_AI_Competitions_Bots_and_Tournament_Manager_Software>

<https://www.researchgate.net/publication/305520800_StarCraft_AI_Competition_A_Step_Toward_Human-Level_AI_for_Real-Time_Strategy_Games>

EVOLUTIVE ALGORITHM

<https://towardsdatascience.com/introduction-to-evolutionary-algorithms-a8594b484ac>

GENETIC ALGORITHM

[https://towardsdatascience.com/introduction-to-genetic-algorithms-including-example-code-e396e98d8bf3#:~:text=A%20genetic%20algorithm%20is%20a,offspring%20of%20the%20next%20generation](https://towardsdatascience.com/introduction-to-genetic-algorithms-including-example-code-e396e98d8bf3).

ARTICLES

<https://arxiv.org/pdf/1708.04782.pdf> -- StarCraft II: A New Challenge for Reinforcement Learning

<https://arxiv.org/pdf/1902.04043.pdf> -- The StarCraft Multi-Agent Challenge

<http://bth.diva-portal.org/smash/get/diva2:832485/FULLTEXT01.pdf> -- Using Genetic Programming to evolve an AI for StarCraft

<https://www10.cs.fau.de/publications/theses/2015/Schmitt_BT_2015.pdf> -- A Multi-Objective Genetic Algorithm for Evaluating Build Order Eectiveness in StarCraft II

<http://www.cig2017.com/wp-content/uploads/2017/08/paper_88.pdf> -- Learning Macromanagement in StarCraft from Replays using Deep Learning