Be the boss over your StarCraft teammate AI

Collaborate with the AI as you would with a human being, but you decide what to do! Communicate with it to gain more information about the game and to give it orders what to do.

Why this topic?

- No work done on this topic testing.

Why StarCraft?

- Is a fun and compelling game.
- Has been **balanced** for more than a decade.

Conclusion

- Topic has been identified by McGee and Abraham (2010) as a knowledge gap.
- Almost no work in close topics.
- Increased variety in gameplay opening up new opportunities for game design.

Research question

Would an AI teammate in RTS games, that you can communicate with, give orders to, and that acts more like a human team player, add more variety in skirmish and campaign games?

Related Work

- McGee and Abraham (2010) presents **a clear gap in communication** between AI and player.
- Abraham and McGee (2010) mentions four teammate models.
  - The amount of player control over AI
  - The degree of free will of the bot.
- Work done on teammate player modeling bots: Tan and Cheng (2007), Jansen (2007), Houlette (2003).
- No article addresses if communication between player and bot would add more variety—that is our thesis topic.

Benefits

- Increase variety in campaign mode.
  - Another set of gameplay mechanics
  - Possibility to create a story where you actively collaborate with another team.
- Can be used in skirmish games.
- If developed further, it can replace disconnected players in a multiplayer game.

Who are we?

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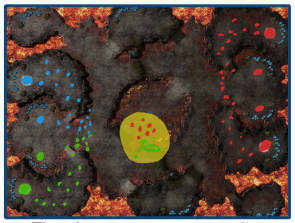
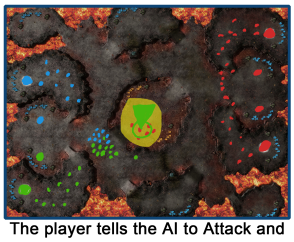
Development and Testing

- **Develop** an extension to Johan Hagelbäck's BTH AI.
- **Test** the AI on a **few people.**
  - Gather results with interviews
- Test on **more people** with **various skill.**
  - Gather results with questionnaires

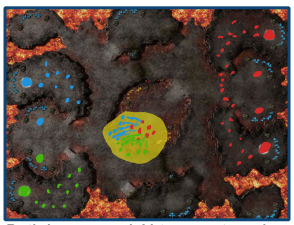
ATTACK



The player spots enemy units.

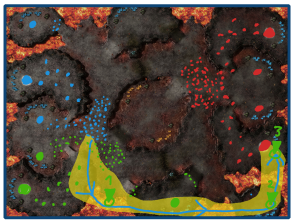


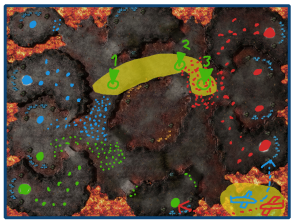
The player tells the AI to Attack and pings the map where to attack.

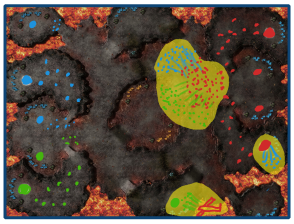


Both human and AI teammate arrive at the enemy and starts attacking.

COMPLEX







Legend: Player AI Teammate Enemy Area of Interest

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