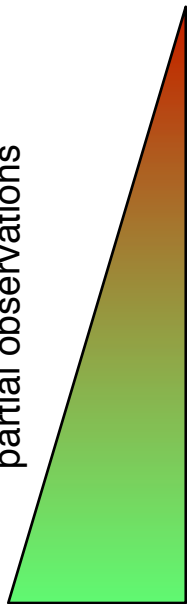


player's intentions

partial observations

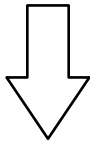


direct knowledge

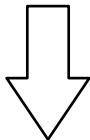
Temporal reasoning

Spatial reasoning

Strategy



Tactics



Unit control