

	Subtasks	Nova	Thanatos	BTHAI	
Game		Starcraft	Stratagus	Starcraft	
Micro	Individual Unit Control	Combat Agent		Unit Agent(s)	
	Group Formation	Squad Agent			
	Overall Unit Control	Squad Manager		Squad Commander	
Macro	Scouting	Information Manager		Exploration Manager	
	Opponent Modeling			PFManager	
	Resource Gathering	Worker Manager		WorkerAgent	
	Repair				
	Building Placement	Build Manager			
	Resource Spending	Production Manager	Arbitrer Expert	???	
	Assign Tasks to Buildings	Planner Manager		StructureAgent	
	Build Order	Strategy Manager	Structure Expert	BuildPlanner	
	Which units to train?		Units Expert	???	
	What to research?		Upgrade Expert	???	
	Terrain Analysis	BWTA			
Integration		Blackboard for Macro, Hierarchical for Micro	Arbitrer learns (Q-learning) which Expert to use each time	???	
Notes			Focuses only on Macro, uses the built-in Stratagus AI for Micro State representation is the list of executed actions by the agent itself. Thus, no reactivity, nor oponent modeling.	I got this info from here (http://code.google.com/p/bthai/wiki/TechStuff) But I don't understand where does it decide which units to train, and how does it distribute resources between units/ buildings/upgrades	