	Subtasks	Nova	Thanatos	BTHAI	BroodwarBotQ
Game		Starcraft	Stratagus	Starcraft	Starcraft
Micro	Individual Unit Control	Combat Agent		Unit Agent(s)	BayesianUnit
	Group Formation	Squad Agent			UnitsGroup
	Overall Unit Control	Squad Manager		Squad Commander	GoalManager
Macro	Scouting	Information Manager		Exploration Manager	Intelligence
	Opponent Modeling	Information Manager		PFManager	Intelligence
	Resource Gathering	Worker Manager		WorkerAgent	WorkerManager
	Repair	Worker Manager		WorkerAgent	WorkerManager
	Building Placement	Build Manager		WorkerAgent	BuildingPlacer
	Resource Spending	Production Manager	Arbitrer Expert	???	ProductionM+ConstructionM
	Assign Tasks to Buildings	Planner Manager		StructureAgent	ProductionManager
	Build Order	Strategy Manager	Structure Expert	BuildPlanner	Standard (Rules)
	Which units to train?	Strategy Manager	Units Expert	???	Rules + Intelligence (adaptive through ML)
	What to research?	Strategy Manager	Upgrade Expert	???	Rules + Intelligence (adaptive through ML)
	Terrain Analysis	BWTA			BWTA+heuristics
Integration		Blackboard for Macro, Hierarchical for Micro	Arbitrer learns (Q-learning) which Expert to use each time	???	Blackboard for Macro, Hierarchical for Micro
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	