

# TODO: A Survey of StarCraft AI Techniques

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**Abstract**—TODO

**Index Terms**—review, RTS, StarCraft, machine learning, planning, TODO ...

## I. INTRODUCTION

**S**TARcraft AI competitions have caused many AI techniques to be applied to RTS AI. We will list and classify these approaches, explain their power and their downsides and conclude on what is left to achieve human-level RTS AI. TODO (test [1])

## II. CHALLENGES, WHY IS IT HARD TO DO A GOOD RTS AI?

## III. AI TECHNIQUES REVIEW

A. Overview

B. Case study 1: EISBot

C. Case study 2: NOVA

D. Case study 3: BroodwarBotQ

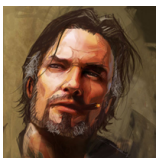
## IV. DISCUSSION, WHAT IS LEFT TO DO / OPEN CHALLENGES

## V. CONCLUSION

## ACKNOWLEDGMENT

## REFERENCES

- [1] B. G. Weber, P. Mawhorter, M. Mateas, and A. Jhala, "Reactive planning idioms for multi-scale game AI," in *IEEE Symposium on Computational Intelligence and Games (CIG)*, 2010.



**Jim Raynor** Jim Raynor was a Confederate marshal on Mar Sara at the time of the first zerg incursions on that world. He is now with Raynor's Raiders Inc.

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