We are making an advanced Terran AI bot.

It will utilize many different bots and modules. We are going to start focusing this time around on making it. We will start with the Economy. This is the use of workers. Building them to keep our number growing. Building supply depots in a wall-off fashion to keep from being supply-blocked. Also, the building of refiners for gas. I want to use an arbiter system. In other projects us the idea of a command bus to keep in order and keep things moving. Set up just an arbiter system within the Economy that is to keep command flowing that the main goals of this bot to keep the resources flowing in.

Making sc2 ai bot. in needs to be coded in 10.3 for it to work with the sc2 api seamlessly. The virtual space is to you python 3.12.10 because new version don’t register right. And 3.12.10 is more stable then 3.11.2 but more compatible with the 3.10.2

>\*\*Important\*\*: This bot requires `python-sc2` version 3.11.2. Other versions are not supported and may cause unexpected behavior. The bot takes advantage of several version-specific features and behaviors that are unique to 3.11.2.

The files in the folder are to help build the econ side of the bot