Catalog

Archive: recording and providing self-defined API

Plato: scheduling tasks

Demeter: building and managing

Minerva: scouting, defending and attacking

Hephaestus: manufacturing

Hermes: trading

**High Level Structure**

**Plato**

1. **Goal**
   * Schedules and update a prioritized task queue.
   * Assigns tasks to alive creeps.
2. **Task Type**
   * Single task (): tasks that should only be done once.
   * Persistent task (): tasks that need repeated works.
   * Event task (): tasks that induced by some unpredictable events.
3. **Prioritized Task Queue**
   * Emergency queue: stores urgent event tasks, has highest priority (in terms of assigning workers).
   * Fixed queue: store persistent tasks, has middle level priority.
   * Dynamic queue: store ordinary event tasks and single tasks, has lowest priority.
4. **Completing Tasks**

Essentially, a task corresponding to the increment or decrement of some features through some method , namely:

In our system, each feature will have its own method, so assigning tasks is just to give each task the authority to control creeps to execute some methods.

1. **Structure Diagram**

图示

描述已自动生成

1. **Flow chart**

**Demeter**