

PROJECT DEVAI

A Template StarCraft Artificial Intelligence:
Creating an example AI for others to learn from.

Documentation

Goals

- Artificial Intelligence has solved many problems for games that involve taking turns, however there has not been much in the way of games played in real time. This project is to create an agent to play the game StarCraft Brood War, a real-time strategy game created by Blizzard Entertainment. The end goal is to provide a detailed AI to be used by Oregon State University students. After this project is complete, it could be expanded upon by future students in a club setting. This will be a template so that future students can strive to develop better solutions than those developed within this project.

Our AI will be fairly simple as it is mainly an example and a way to show off the different features in our library. We chose one specific race and had some simple conditionals to do the following:

- ❖
- Train workers**

Workers are then sent to gather and construct any buildings

- ❖ Build supply depots

This is to increase the number of units that can be on the field

- ### ❖ Build a barracks

Required to train military, specifically marines

- ❖ Train marines

Army units used to attack the enemy

- ❖ Find and build an expansion

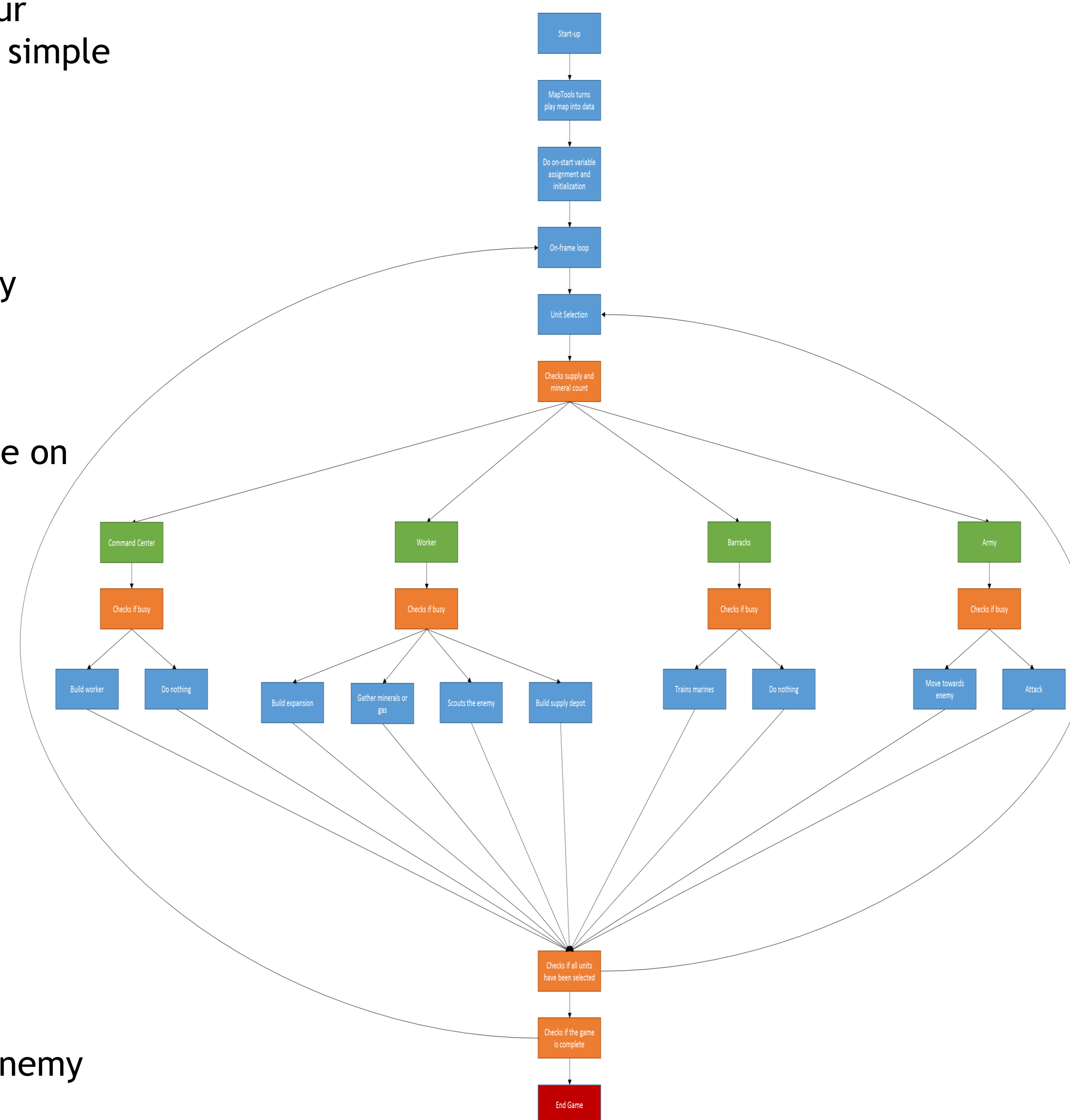
Used to increase economy and efficiency

- ❖ Select all army units

- ❖ Scout the enemy

Uses terrain analyzer to systematically find the enemy

- ❖ **Attack the enemy base repeatedly until victory**



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We all undertook this project because we either had a major pertaining to video games or had an interest in AI and how it is developed. Our client also teaches and researches machine learning.

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