

CS 461 - Fall 2016 - Design Document

Project DevAI

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Abstract

The goal of this project is to create an agent to play the game Starcraft Brood War, a real time strategy game created by Blizzard Entertainment. The solution to the project will be a template that future students can use to develop better solutions than those provided in this project. In this document, we will discuss how we will design and implement our project. The design choices we make will help as a road map and checklist to follow.