

Project

StarCraft Bot

What was the project assignment?

This was a hackathon project. The hackathon lasted for 24 hours and we were not given any themes or specific guidelines regarding the nature or subject of our project. We were not allowed to start the project before hand, however I did make sure I could get my development environment set up. I was never able to get the Linux based system to work properly so I used my windows machine.

What did you learn from the project?

I was exposed to specialized APIs. I learned about code injection.

What would you do differently next time?

I would have at least looked at the API document ion before hand a lot more. Also I would have broken my bot functions even smaller.