

While (true)
Steps(do_actions)

Sensors
(conditions)

Agent
Actions

Actuators
(Effects)

If Supply Depot < 4
or food_cap < 20
If SCV is selected

Build Supply
Depot

Supply Depot
starts building

If Supply Depot < 4

Select a free SCV

SCV is selected

If Barracks < 3
If SCV is selected

Build Barracks

Barracks starts
building

If Barracks < 3

Select a free SCV

SCV is selected

If Refinery == 0
If SCV is selected
If geyser > 0

Build Refinery

Refinery is built

If Refinery == 0

Select a free SCV

SCV is selected

If Refinery > 0
If harvest <= 3
If SCV selected
If only 1 SCV selected

SCV to Harvest

SVC is assigned to
harvest Gas

If Refinery > 0
If harvest <= 3

Select a free SCV

SCV is selected

Observed
Environment

Modified
Environment

While (true)
Steps(do_actions)

Sensors

Agent

Actuators
(Effects)

If Reactor <3
If SCV is selected

Build Reactor

Reactor is built

If Barracks > 0

Select a random
Barrack

Barrack is selected

If type == "Attack Unit"
If Barrack selected

Train "Attack
Unit"

"Attack Unit" is
trained

If Barracks > 0

Select a random
Barrack

Barrack is selected

if Marines >= 20
If Marines selected

Terran attack

Selected Marines
sent to enemy

if Marines >= 18

Select Marines

Units of type Army
selected

Observed
Environment

Modified
Environment