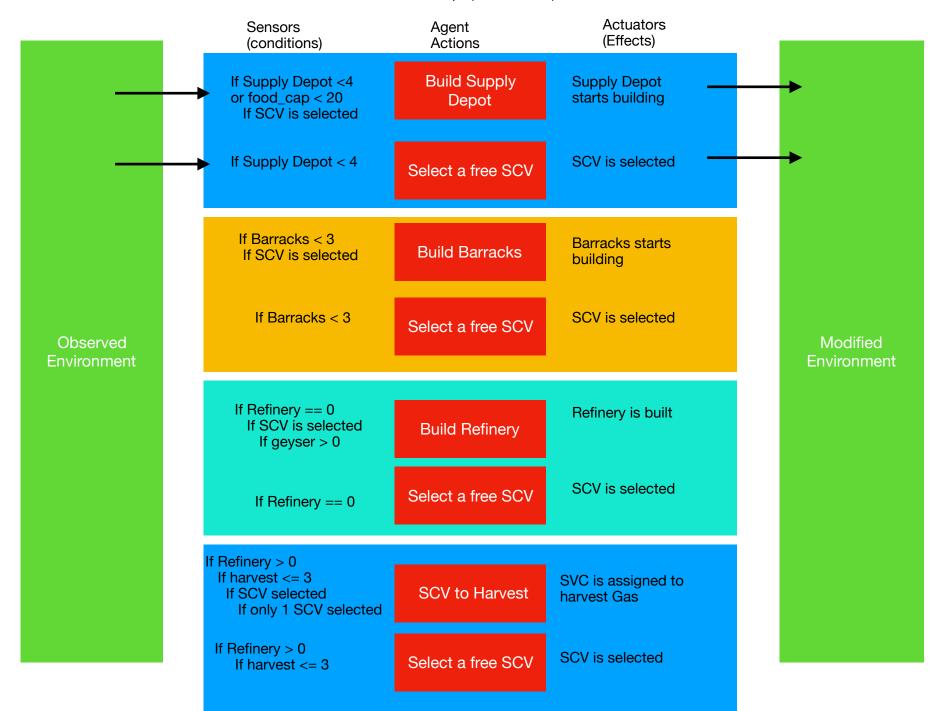
While (true) Steps(do_actions)



While (true) Steps(do_actions)

Actuators Sensors Agent (Effects) If Reactor <3 Reactor is built If SCV is selected **Build Reactor** If Barracks > 0 Select a random Barrack is selected Barrack If type == "Attack Unit"
If Barrack selected Train "Attack "Attack Unit" is trained Unit" If Barracks > 0 Barrack is selected Select a random Barrack Observed Modified Environment Environment if Marines >= 20 If Marines selected **Selected Marines** Terran attack sent to enemy Units of type Army if Marines >= 18 Select Marines selected