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| Drexel University Graduate Thesis |
| Intent Recognition Engine (IRE) |
| User’s Guide |

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# Common Terms

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| Term | Definition |
| Blueforce | Player or Allied army |
| Redforce | Hostile player |
| Capability | Unit, building, or upgrade |
| Research | Upgrades of unit or building capabilities purchased through an already built building |
| Strategy | A discrete collection of Capabilities in particular ratios designed to gain dominance over an opposing player with a bias towards land, hybrid, or air combat |

# Overview

The Intent Recognition Engine (IRE) is a new component in the NOVA StarCraft AI. IRE enhances NOVA’s current capabilities by reasoning on partial observability of enemy capabilities in order to infer likely strategies. These inferences are then passed to the NOVA strategy manager for preparing effective counter-strategies prior to a full-scale attack.

# Purpose of this Document

The purpose of this document is to outline how to deploy and interact with the IRE-enabled version of NOVA. Details include configuration options, starting the system, finding generated log files, expected behavior during execution, and frequently asked questions.

# Software Requirements

StarCraft Brood War v1161

# Configuring the System

# Starting the System

# Debugging the System

# Expected Behavior

# FAQs