



Handle reactor add-ons.

Handle Chronoboost with this.

If the unit is able to construct buildings (e.g. MULE is not, SCV is).

produce_unit(...) internally sometimes needs to do morphing instead of actual unit production. In this case the returned UnitProduction is the new unit created. (Btw: Same goes for produce_unit(...).)

A function can be passed to describe the current worker allocation. The function gets the total count of available (= non-building/constructing) workers and should return a possible allocation for this count (represented by WorkerUnitAllocation).

Possible TODOs	
ForwardSimulator	Action
[...]	[...]
[...]	[...]
[...]	[...]
Parser	OutputFormatter
[...]	[...]
[...]	[...]
[...]	[...]

WorkerUnitAllocation
[...]
WorkerUnitAllocation(mineral_collecting_count : unsigned int, vespene_gas_collecting_count : unsigned int)
+ get_mineral_collecting_count() : unsigned int + get_espene_gas_collecting_count() : unsigned int