

# Starcraft AI Project Proposal

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The goal of our project is to create a Bot that beats the in-built AI. In achieving that, we will be applying the macro strategy and build a top-level unit army. With the help of a strong build order strategy, we will be creating a sufficient army to combat the bot against the enemy rush attacks while working on expansion.

The macro strategy would ensure that we will have a continuous gathering of resources when building the army. We will focus on where to send workers, where to place buildings, what buildings to be built next. The idea here is to have an ample number of resources to make an army easily achieved. We will make top-level units like archon, dark templar, etc., and send the army to attack the enemy's base.

Also, we will employ good combative techniques. Once we have enough resources available, we will make some first or mid-tier units to survive any early enemy attacks. We will also use intelligent scouting that will give us some information about both the enemies and the map. If necessary and our units survive from the early rush, we will send our troops to do kiting.

Moreover, we understand that having an optimal build order strategy would provide us some strategic upper hand and be very cost-effective. However, this won't be our primary focus as implementing this may take a lot of time. We will still try to apply some build order strategies depending on the state of the game. If time allows us, then we will implement a more intelligent build order to our to-do list.