# Let start with something good?!

The first paper, that I want to write an abstract about, is called [Grandmaster level in StarCraft II using multi-agent reinforcement learning](https://www.nature.com/articles/s41586-019-1724-z.epdf?author_access_token=lZH3nqPYtWJXfDA10W0CNNRgN0jAjWel9jnR3ZoTv0PSZcPzJFGNAZhOlk4deBCKzKm70KfinloafEF1bCCXL6IIHHgKaDkaTkBcTEv7aT-wqDoG1VeO9-wO3GEoAMF9bAOt7mJ0RWQnRVMbyfgH9A%3D%3D). The name looks too long, and we can call this paper, for short, AlphaStar. This incredible method (I don’t want to call it “algorithm” because it sounds less than the technique is, for me)