

Input
layer

Hidden
layer 1

Hidden
layer 2

Hidden
layer 3

Hidden
layer 4

Output
layer

minerals →

supply used →

supply left →

frame →

supply depots →

barracks →

SCVs →

marines →

build_worker
build_marine
build_supply
build_barracks
do_nothing

256

nodes

256

nodes

256

nodes

256

nodes