StarCraft AI Competition
CS7038

Giovanni Campo, Patrick O'Halloran & Jeremiah Dunn

here's an abstract I guess.

whoa, another paragraph

1 Introduction

Talk about StarCraft and the AI competition

1.1 Making sure this works ok

some subsection paragraph some subsection paragraph some subsection paragraph some subsection paragraph some subsection paragraph some subsection paragraph some subsection paragraph

check out figure 1

whoa, a reference [1]

2 Makarov Chains

-what are makarov chains

-how have they been used with starcraft before

-what is our motivation for using them with our bot

Figure 1: some figure

3   Implementation

Java, lol

4   Results

everything broke

5   Conclusion

we are terrible and our bot sucks

References

[1] N. Gershenfeld. *The Nature of Mathematical Modeling.* Cambridge University Press, 1999.