

# *Student StarCraft AI Tournament*

## CS7038

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**This paper will discuss an implementation the implementation of certain aspects of an AI controller which could be used in the Student StarCraft AI Tournament (SSCAI).[1] The implementation will focus on the use of Makarov Chains to manage recourse gathering.**

## **1 Introduction**

-Student StarCraftAI tournament.

-overview of our proposal, what we hope to achieve

check out figure 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

## **3 Implementation**

Java, lol



Figure 1: some figure

## 4 Results

everything broke

## 5 Conclusion

we are terrible and our bot sucks

## References

- [1] Sscai student starcraft ai tournament 2014. <http://www.sscaitournament.com/>,  
December 2014.