

Using Markov Chains to Manage Resource Gathering, Base Building & Unit Building in StarCraft

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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 Markov Chains to manage resource gathering.

1 Introduction

-Student StarCraftAI tournament.

-overview of our proposal, what we hope to achieve

check out figure ??

2 Markov Chains

-what are markov chains

-how have they been used with starcraft before

-what is our motivation for using them with our bot

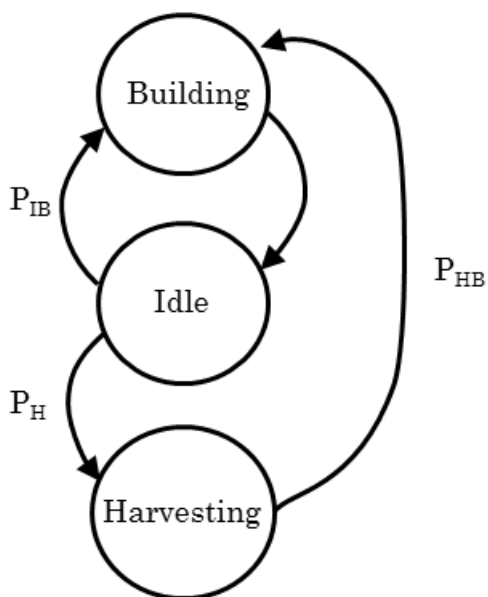


Figure 1: Markov Chain for SCV agent.

3 Implementation

3.1 SCV Units

Figure 3.1 shows the Mak

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.