

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). 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

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]



Figure 1: some figure

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

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.