

Macro

BasesManager

list<Base>

WorkerManager

list<Worker>

Producer

list<Tech>

list<Unit>

produce(type, nb)

research(research)

Builder

BuildingPlacer

list<Task>

build(type, nb)

Resources

Units

Arbitrator

map<Owner,Unit>

Intelligence

MapManager

TacticalLocations

PotentialDamages

Walkability

pathfind(parameters)

ETechEstimator

map<float, Strat>

EUnitsFilter

list<EViewedUnit>

Micro

GoalManager

list<Goal>

list<BayesianUnit>

Goal

UnitsGroup

achieve()

cancel()

BayesianUnit

Mode

Sensors

micro()

