

# C2SIM — Architecture

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1 | Purpose

2 | Current state

3 | SMAX

# 1 | Purpose

- ▶ A starcraft playing LLM commander.
- ▶ Behavior tree based.
- ▶ Human in the loop.

## 2 | Current state

- ▶ Trying to get SMAX [1] to work.
- ▶ Trying to get the behavior tree (BT) to work.
  - ▶ LLM should output (or select) BT.
  - ▶ BT should be used for unit control.

### 3 | SMAX

- ▶ Simplified Starcraft II environment.
- ▶ Focus on unitcontrol (no buildings, resources, etc).
- ▶ Focus should be to get the BT to work.

## References

- [1] Alexander Rutherford et al. *JaxMARL: Multi-Agent RL Environments in JAX*. Dec. 2023. DOI: 10.48550/arXiv.2311.10090. arXiv: 2311.10090 [cs].