

StarCraft II AI

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A screenshot of a StarCraft II game. The main view shows a Protoss Pylon and several Crystals on a dark, rocky terrain. The text "Build an Economy" is overlaid at the top. The interface includes a top status bar with "Name (N)", "66", and "13/18". The bottom right shows a unit list with "1:00 / 20:10" and "Faster" buttons. The bottom left shows a minimap with a timer of "1:55".

Build your base/technology



A large, diverse army of StarCraft II Zerg units, including Dragoon, Hellion, and Roach, gathered on a dark, industrial battlefield. The text "Build an army" is overlaid in the bottom right corner.

Build an Economy

Build your base/technology

Build an army

Attack your opponent



StarCraft II Description

- A Real-time strategy game where victory is assigned by destroying all of your opponents buildings
- Many different distinct skills in game that are each complicated enough tasks on their own
- Marrying all of these skills together and balancing them makes StarCraft II such a difficult game



Project Description

- Using Causal Inference and Reinforced learning combined with PySC2, to develop a Starcraft II bot that can play the game
- First goal is learning any individual skill, in an environment free from adversary
- After individual skills are learnt, have the bot combine skills or learn to play adversary





Why I am interested

- I like playing StarCraft
- Artificial Intelligence is a field I am interested in
- StarCraft II AI is an on going topic of research
- Skills can be isolated so scope can be reduced



Questions?

