StarCraft II AI

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Build an Economy

Build your base/technology

Build an army

Attack your opponent

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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

Move to Beacon

Collect Minerals and Gas

Collect Mineral Shards

Build Marines

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?