

Report

I) Description of the problem:	Devise an AI Agent for Starcraft II that can challenge players of varying difficulties.
II) Agent Structure:	At it's current state the agent can be considered a Utility-based agent since it follows a set of actions that minimize specific metrics such as the loss of health and maximize its rewards.
III) Agent's Logic / Strategy:	The agent checks its knowledge-base of predefined conditions then executes an action accordingly.
IV) How to reach the latest version of the bot ?	This can be reached by following along the tutorial listed in the resources section.
V) Resources	https://pythonprogramming.net/starcraft-ii-ai-python-sc2-tutorial/