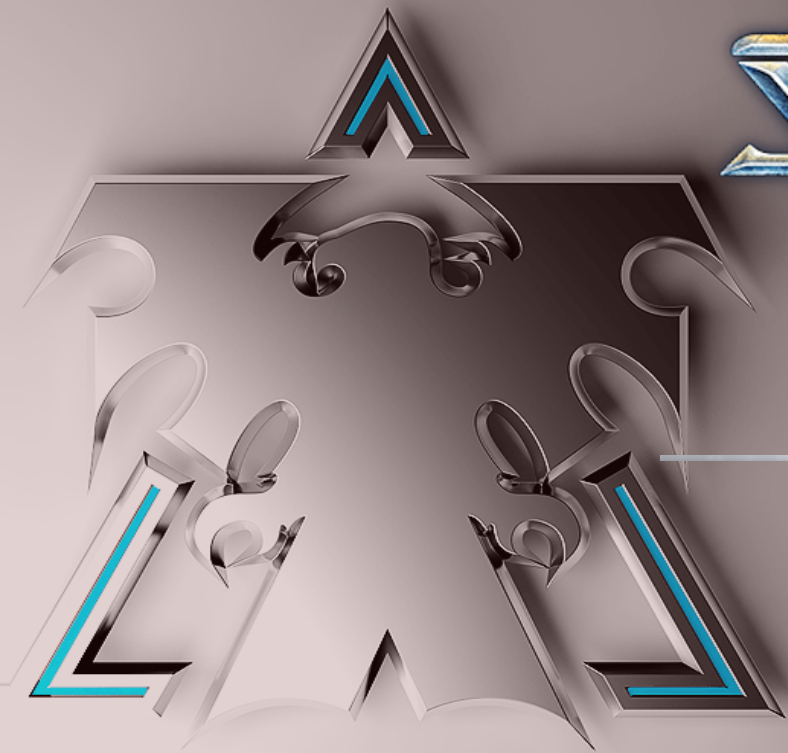
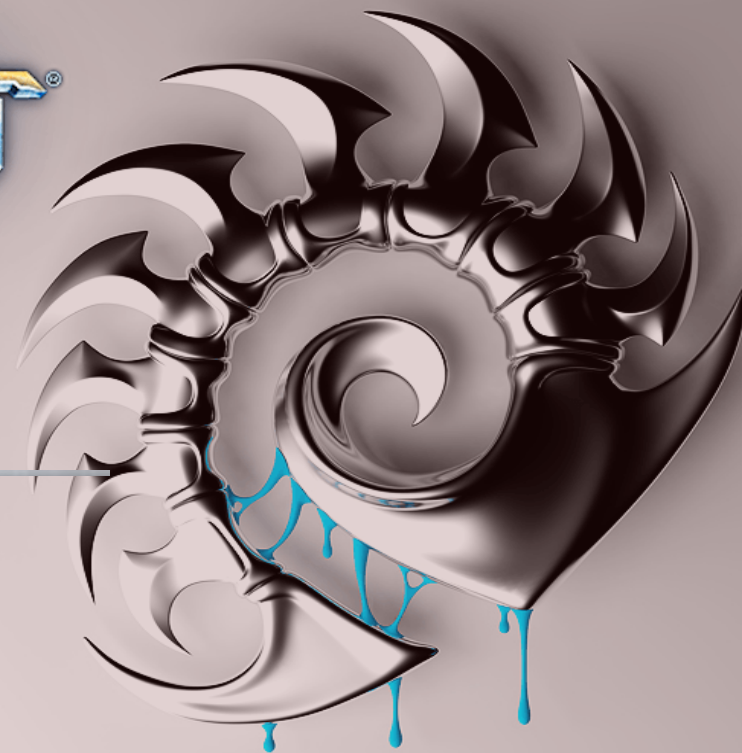




GIVE US YOUR BEST SHOT



WE ARE THE BLADES OF AIUR



LIVE FOR THE SWARM

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EVALUATION



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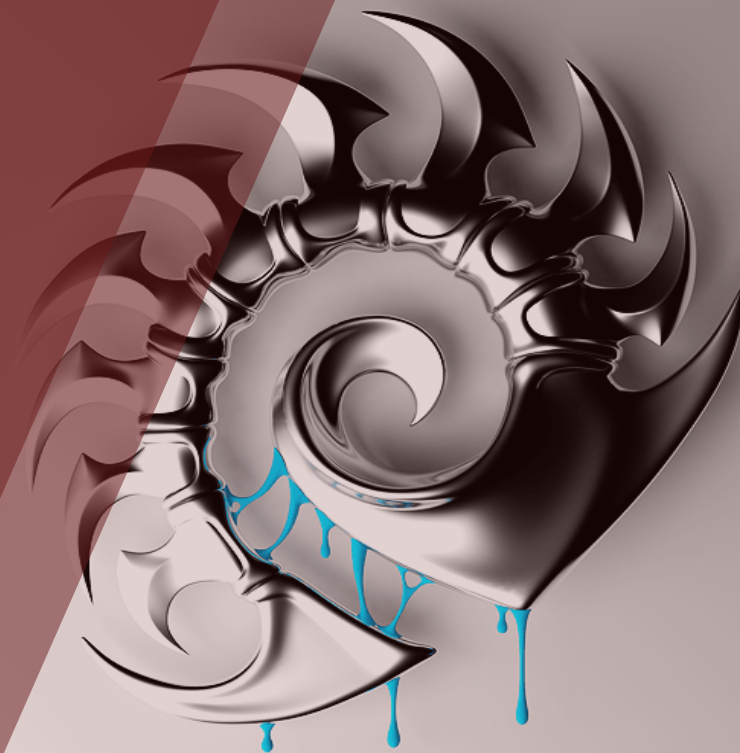


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01

INTRODUCTION

WE ARE THE BLADES OF AIUR



LIVE FOR THE SWARM

OBJECTIVE

- Emulate and improve Terran 1-1-1 Strategy

PLAN

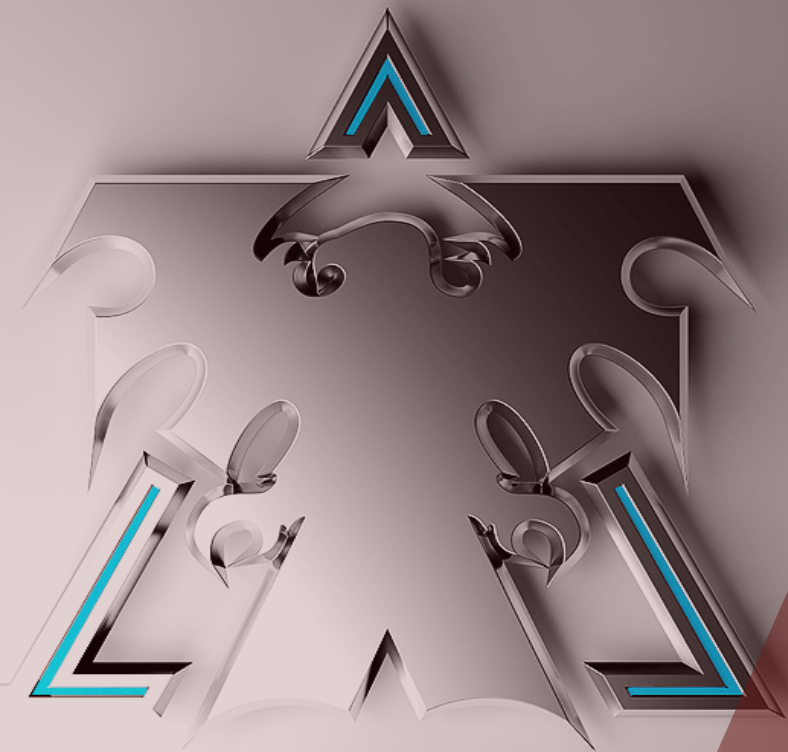
- Build 1 Barrack, 1 Factory, 1 Starport
- Block the choke point for early defense
- Launch the coordinated attack with Marines + Tanks + Battlecruisers
- Launch the attack continuously after the first attack



STRATEGY

UED



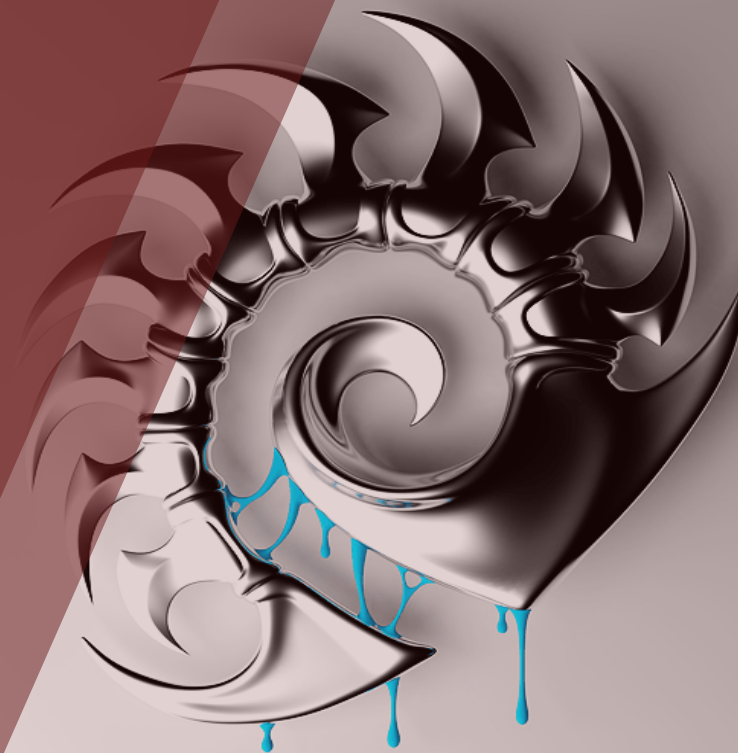


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02

RELATED WORKS

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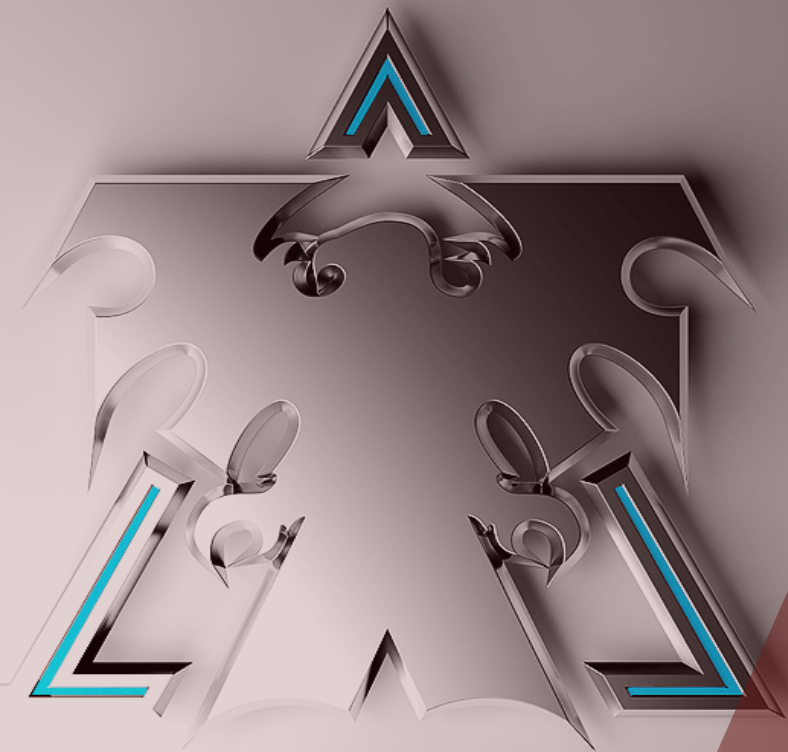


LIVE FOR THE SWARM

Strategy based on Terran 1-1-1 Strategy

- Well-known and widely used build in competitive SC2 ladder
- Highly flexible
- One of its weakness is fewer number of combat units



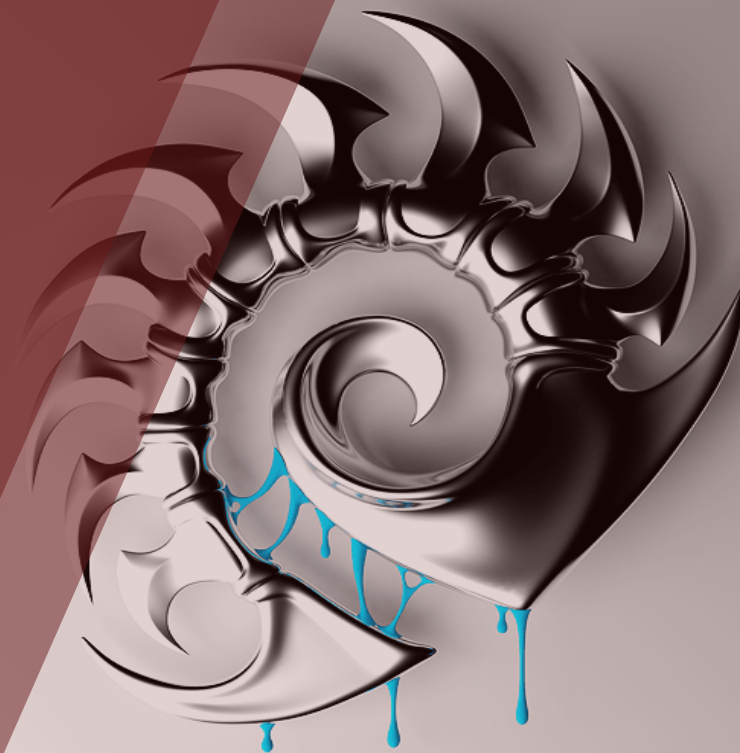


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03

SYSTEM OVERVIEW

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LIVE FOR THE SWARM



: Finding the Modular Arch

- Designed a force each str
- Defending a
- Centralized C

- Utilized a m
- Component S
- Organized th



DEFENCE IN ACTION



- Calculate target scores based on techniques from

- Army type 2
- Enemy Density targeting method:
- One-shot potential
- Distance from unit

- Attacks targets with the highest score

- In this example Siege Tank will attack Stalker with 75HP



- Inspired by actual human control
 - Aims to mimic skilled players managing units for optimal combat effectiveness
- Simple, but robust algorithm to move away/closer to enemy
 - Dynamically adjusts unit position based on the enemy proximity and type
 - Three Key Steps
 - 1. Attack
 - 2. Move Away (Kite)
 - 3. Advance



UNIT CONTROL(KITING)

UED



- Locate enemy starting base
 - 1 SCV visits all possible enemy start locations until the enemy Townhall unit located
- Build up first offensive units with flexible strategy(1-1-1)
 - Battlecruiser
 - Marines
 - Siege Tanks

Units rallied at base before a push

Aerial units and ground units engage at nearly the same time

Units retreat for repairs while reinforcements come in during sustained engages

Advantage gained through early ground and aerial assault

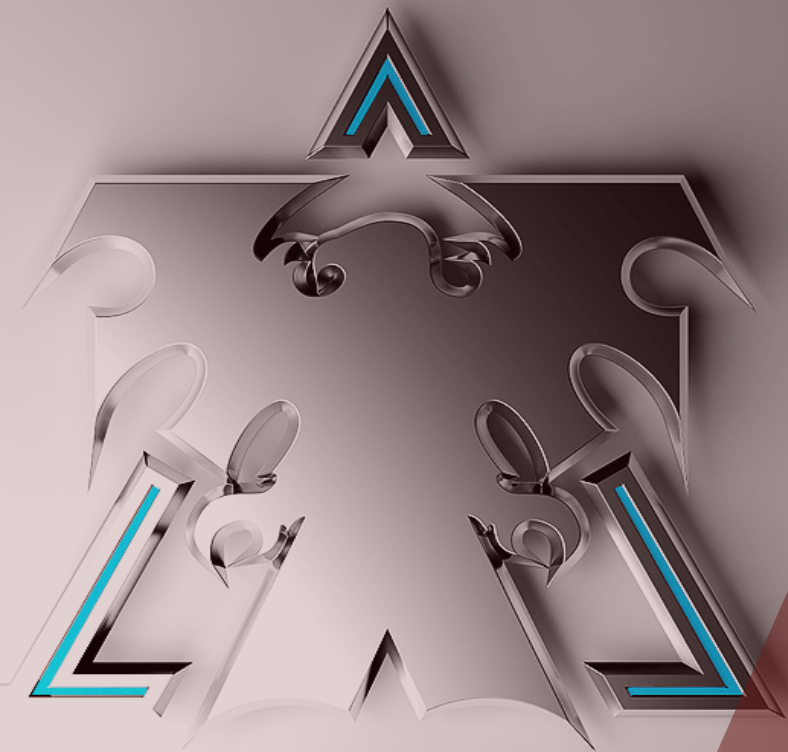
Enemy base destroyed, game not over?



OFFENSE CONTINUED...

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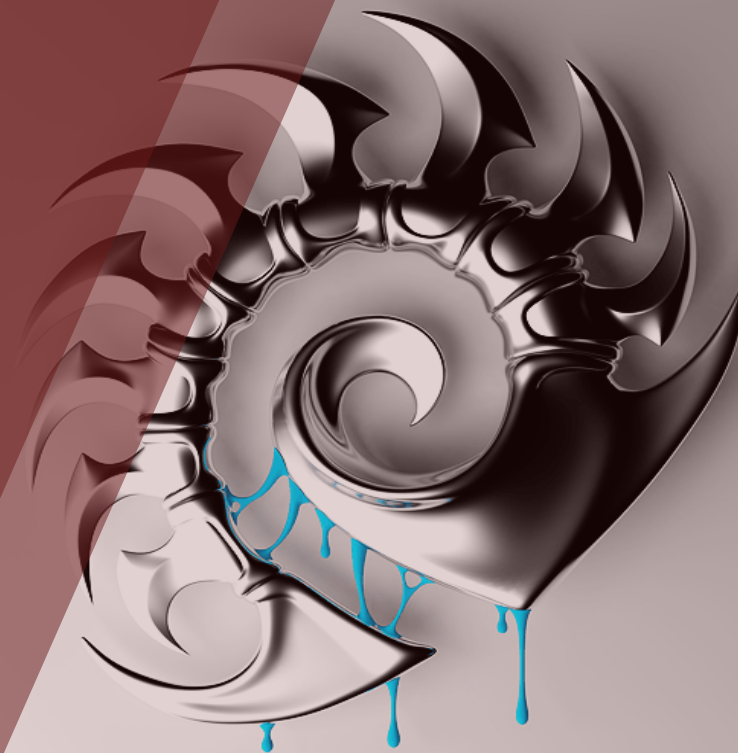




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04 EVALUATION

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AGAINST ELITE DIFFICULTY BOTS (100 GAMES in total)

WINRATE	TERRAN	ZERG	PROTOSS	TOTAL
Proxima Station LE	100%	100%	81.82%	93.94% (31/33)
Bel'Shir Vestige LE	95.45%	100%	100%	96.97% (32/33)
Cactus Valley LE	100%	100%	91.67%	97.06% (33/34)
TOTAL	96.97% (32/33)	100% (33/33)	91.18%(31/34)	96%(96/100)

STATISTICS

UED

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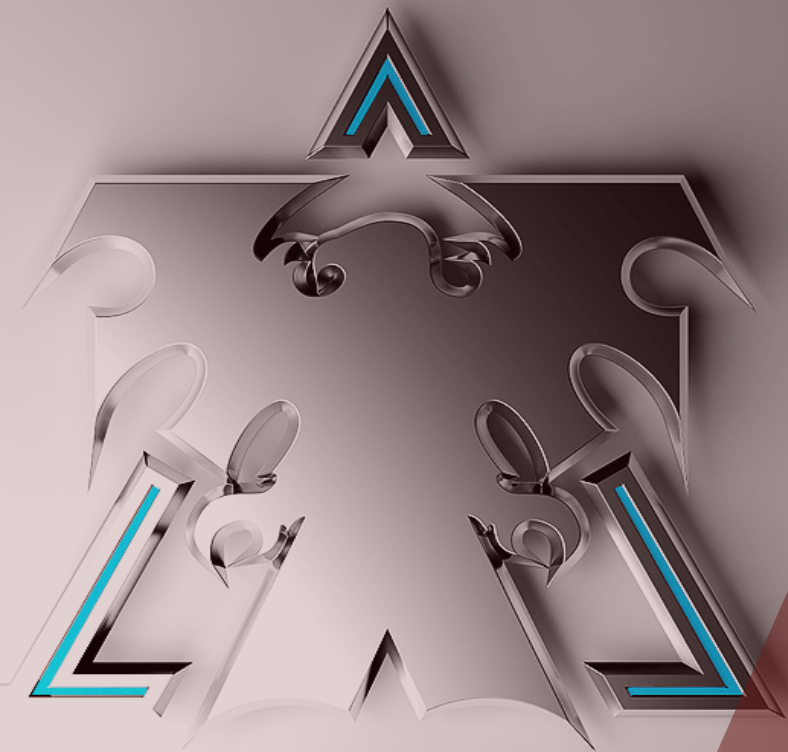
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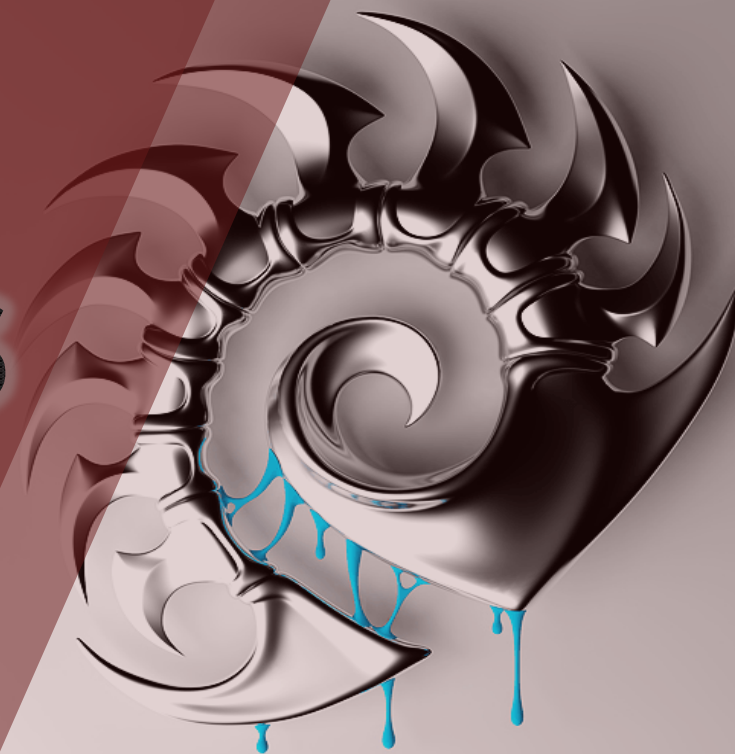
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QUESTIONS

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- 1-1-1 strategy
 - https://liquipedia.net/starcraft2/111_Expand
- Images
 - <https://starcraft.fandom.com/wiki/>
 - https://liquipedia.net/starcraft/Walling_as_Terran
 - <https://www.peakpx.com/>
 - SC2
- Slide Template
 - We made it



CITATIONS

UED





THANK YOU!

Daniel, Richard, Hyunsung, Youngwoo

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