SORTS: A Human-Level Approach to Real-Time Strategy AI

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ORTS

ORTS is an open source RTS game engine being developed at University of Alberta. O TS is designed f om the ground up for use in AI research. Among the advantages of usin

Execution System

ORTS is a minimalist RTS game engine. The

existing AIs have over human players, and also one of the
main complaints human players have concernin

radius to see large groups, and look