

AIIDE 2010 StarCraft Competition

In 2010, AIIDE will host the StarCraft AI competition. This event enables researchers to evaluate their systems in a commercial real-time strategy game. Participants are given the task of building the best performing bot for *StarCraft: Brood War*, which was released by Blizzard Entertainment in 1998. The goals of the competition are to provide a testbed for AI and to promote game AI research by exhibiting techniques in an immensely popular game. It includes participants from several universities, industry professionals, and StarCraft enthusiasts.

The competition consists of four tournaments, offering a range of complexity. The first tournament focuses on micromanagement in flat-terrain environments. The second tournament builds on the first by adding interesting terrain. The third tournament evaluates bots in a simplified StarCraft scenario, in which perfect information is available and only a subset of the unit types can be produced. The fourth tournament evaluates bots in full-blown

StarCraft games, simulating the environment faced by professional gamers.

In each tournament, bots are paired up in one-on-one matches with the objective of destroying all enemy forces. All the tournaments utilize a best of five, double-elimination bracket. The rule set is based on the ORTS 2009 competition, but relaxes the rules to enable the development of bots in a variety of programming languages including Java, C#, Lisp and Python.

Complete information on the tournament is available online(eis.ucsc.edu/StarCraftAICompetition)

– Ben Weber, *Competition Chair*
(University of California, Santa Cruz)