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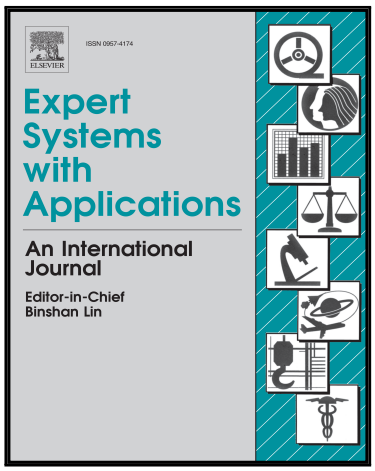

Playing Real-Time Strategy Games by Imitating Human Players' Micromanagement Skills Based on Spatial Analysis

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Highlights

- Imitating human micromanagement skills from a massive number of game cases
- The influence map was adopted to analyze the influence of units spatially
- Imitation learning with a very large number of cases (up to 500,000 cases)
- Imitation learning responds in real-time, with a high winning percentage
- Outperforming competitive entries from StarCraft competitions for combat situations

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