

CIG 2011 StarCraft competition: qualifying round

September 2, 2011

Submissions

Track A:

Botname	Race	Contributor	
Nova	Terran	Alberto Uriarte	IIA-Spanish Nat. Res. Council
Skynet	Protoss	Andrew Smith	none
LSAI	Zerg	Douglas Patti	Lafayette College
AIUR	Protoss	Florian Richoux	University of Tokyo
BroodwarBotQ	Protoss	Gabriel Synnaeve	University of Grenoble
Xelnaga	Protoss	Ho-Chul Cho	Sejong University
BTHAI	Zerg	Johan Hagelbäck	Blekinge Institute of Technology
EvoBot	Terran	Yujing Hu	University of Nanjing
Protoss Beast Jelly	Protoss	Joshua Dong	Westwood High School
UalbertaBot	Protoss	David Churchill	University of Alberta

Track B cancelled, only one submission (Johan Hagelbäck) 

Basic rules

- 2 brackets of 5 bots each do 5x round robin
- 5 different maps for this round:
 - (2)MatchPoint1.3, (4)Fighting Spirit1.3, iCCup destination 1.1, iCCup gaia, iCCup great barrier reef
- crashing results in an instant win for the opponent
- the two bots with most wins (in each bracket) qualify for the final
- if we have equal numbers, direct encounters count
- manual game stop if deadlocked, StarCraft point system determines winner



Bracket A

crashes	games	bot	wins
0	40	UAB	33
1	40	Skynet	31
2	40	AIUR	24
1	40	Nova	8
0	40	LSAI	4




- qualified: UAB and Skynet
- AIUR quite good

Bracket B

Crashes	Games	Bot	Wins
12	40	Xelnaga	25
3	40	BotQ	23
0	40	BTHAI	23
17	40	PBJ	17
0	40	EvoBot	12



- Xelnaga qualified, draw between BotQ and BTHAI
- direct encounters: BotQ vs BTHAI 6 : 4 (10 games)
- BotQ qualified (this is for Johan) 

Some observations

- many crashes
- zealot rush often played
- most bots specialized
- BTHAI generalist: played other race without changing code
- BTHAI: „let me lurk you“
- interesting tactics played with workers (e.g. BotQ opponent mining)
- some bots have problems finishing an opponent off

- very interesting results, huge quality differences
- manual play makes it very difficult (few games)
- bots have difficulties if they don't know the terrain
- we have 4 finalists: UAB (Protoss), Skynet (Protoss), Xelnaga (Protoss), BotQ (Protoss)
- hmm, all Protoss?