Deep Reinforcement Learning for playing Starcraft II

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Duration: 1 Year (IP 1 + 2)

Results to be published in an international conference.

Background Knowledge on Machine Learning Required!

Topic:
• Develop an agent that learns how to play Starcraft 2.

Methods:
• Deep Reinforcement learning.

Used Tools:
• Blizzard Starcraft 2 API.
• TensorFlow Machine Learning Framework.