

A machine learning approach for predicting the winner of a Starcraft 2 match using replay events

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Abstract

Predicting which player is ahead or is most likely to win a Starcraft 2 match is very challenging but could be very valuable information for a player. The goal of this project is to determine the winner, or a probability measure of advantage at any point in a game. This measure will be based on information retrieved from the event log of a Starcraft 2 replay. The events are parsed to determine the various units count, and actions performed by a player, and encoded into a feature vector. Using a dataset of replays from professional league tournaments, the system is trained to determine the winner based on these feature vectors.

Overview

Literature Review

Still need to do this. Bla bla bla bla for now.

Method