Code	Description	StarCraft Examples
What (past tense, present tense)	-What did the agent do? -What happened in the game? -Anything about game state (includes who starts in which corner of map) -Exclude map environment stuff that doesn't affect game state (citing page 162 of Brian Lim thesis)	"On the way" "Coming down"
Why did (past tense)	-Why did the agent do W? -Look for "because," "since," "in order to," "which means" -If the event (left hand side) is in the past (such as production being started) influenced the future, that would count as why. -Don't also code as "what could happen"	
Why didn't (past tense)	-Why did the agent not do X? Look for not, never, instead of	
What could happen (subjunctive tense: DID NOT HAPPEN).	-What could the player have done? (Whenever shoutcaster is trying to predict something) -Has NOT happened yet, but could happen in the future -"What will happen" is subset of this question -If shoutcaster is uncertain, uses the words "potentially" or "might" code as this instead of how to -General rule without mentioning players/units in the game does not count for this	"Going to" "On the way" "Coming down"
How to (present/imperative tense)	-Ruleset. -First <u>you</u> should do this, then that. -Tips for audience and the player when they're playing -Giving directives -General rules/popular strategy about gameplay.	Player needs to do action X X action is going to be very important "Proxy" Tricking other player/laying trap
Judgement	-How good/bad was that action? -Pertains to players, not the units -Should take into account previous statements -Has to be paired with action/strategy -Don't also add "what"	"Good defense" "Dangerous" "In trouble"