Subcode	Wargus Description	Starcraft Description	Wargus Examples	Starcraft
Enemy Object	Important objects that are under the control of the opposing player.	Referring to an object seen while scouting, or that the player observes that they were scouted, whether or not the object is explicitly stated (not restricted to units) -If player A interacts with Player B's units, there should be an enemy code -Something both players have	"*They* have no more *peons*"	Comparing worker counts "Focus down"
Fighting Object	Units that are used for fighting	-Do not include workers -Dropped units are assumed to be military -Using stimpack -If it is only action without object, don't code	"My *archers*"	"Army" "Dropping" "Units to defend" "Push" "This attack"
Vision Object	Objects used for scouting, but not fighting	-Observers, creep, scanner sweep -Only cloaked banshees if it is clear it is used for scouting ONLY		Tower, Observers, creep, scanner sweep
Production Object	Units that are involved in producing resources/are resources	-Group both building that directly produce, and building that just give you the upgrades (even pylons, because they give you capacity to build stuff). -Have to explicitly mention the object that "produces" resources, the resources, or a wall -tech lab/reactor is defined as both production + upgrade -Bases are considered production objects, even if they are only mentioned by number	"I'm building a *town hall*"	"Base" "Main" "expansion" "Takes a 3rd" "Infrastructure" "Production time"
Environmental Object	Object that is part of the game environment, not under the direct control of the game players	Reference to the map structure in some fashion. Could be the filename of the map, a property of the map, or a feature of the map THAT IS NOT A REGION.	"I wanna not cut down those *trees*"	"Ramp" "Map" "Minimap"
Unspecified Object	Player refers to an object indiscriminately	Want to focus on game objects. Comparisons of supply totals are unspecified since they are aggregate. Look 2 lines in either direction	"My *guys* here"	"Units" "Supply"
Upgrade Object	N/A	Reference to an upgrade (could be research such as Resonating Glaives, or a tech lab) We are defining tech lab + reactor as both production and upgrade Look for blue box on right indicating		"Zergling speed" "Add ons"

		researching stim or discussion of stim		
Action - Building/Producing	When the action described in the statement refers to building or producing things	Do not count statements about the state -Discussion of investment or resource allocation -If the statement reflects that building has become impossible, code it -Discussion of “openings” are building	“I’m going to build a farm”	“Power out” “Takes a 3rd” “Starting spore crawler”
Action - Fighting	When the action described in the sentence refers to fighting	Include “This fight happened” as well as general rules/strategy about fighting, even those stated as a hypothetical -Retreating SPECIFICALLY is fighting, not moving -Most interactions with a widow mine or similar are fighting actions	“And you only attack one guy at a time”	“Holding” “Drops” “Retreating” “Pull off”
Action - Scouting	N/A	If a player is trying to watch for enemy units or find enemy structures. Mentioning detection is a scouting -SPREADING creep is both scouting and moving, references to creep existing are not		“Tags” “Scan” “Vision” “See” “Spot” “Spread creep”
Action - Moving	N/A	Units being moved for an unknown purpose (unclear if fighting/scouting/defending) -SPREADING creep is both scouting and moving, references to creep existing are not		“Out on the map” “Join up with army”
Quantity - Unidentified Discrete	A reference to object quantity but vague amount	All minus some is still a UID Exclamations about damage are likely to be quantifying Words that are not clearly QUANTIFYING, but could be QUALIFYING (potent, terrifying) should NOT be coded	“*Armies* of peasants are good”	“Few” “Lot” Some amount of damage
Quantity - Identified Discrete	Reference to object quantity with a specified amount stated	If the object is singular, it must be highlighted that this is the case (or enumerated) Quantification of upgrade level will usually fall here (“2-2 upgrades”)	“I want a *barracks*”	“Single” “Another” “A”
Quantity - Comparative	Reference to object quantity in comparison to an (sometimes unspecified) reference point	Count comparing HP bars , energy Pressure is NOT a thing that can be compared, nor can advantage, or other game state or strategy things.	“We need *more* farms”	“More” “Enough” “additional” “Massive” “Plummeting”

		When it is noted that a player CAN afford something, it is comparative When supply is notably DROPPING, that is also comparison		“He’s got the money” (enough money)
Quantity - Absolute	Reference to quantity extremes	NO CHANGES	“I went in and killed *all* their grunts”	“both”
Temporal - Ordering	Referring to the sequence in which things have to happen	-A sequence of then actions/states (possibly if-then) -An action followed by a description of the successor state -A description of necessary preconditions for an action (also code negatives) Explicit references to “a timing” should be coded ordering, because it is a compact reference to something about the build order Scanning required to clean up creep “Already” likely to be an ordering Fast tech ordering + timing	“They’ll tend to attack military units *before* peons”	“First” “X then Y” “Prioritized” “Timing” “Opening” “Build” “Double gas” “Deviation” “one-one”
Temporal - Timing	Referring to an absolute time	Any reference to things: -just coming out of the queue -just put in to queue -how long until they come out of queue Does not have to relate to build queue, but language of this form (could describe the arrival of an object to a battle) Explicit references to “a timing” should be coded Reference to some time slice is timing, but be careful about YET language pointing to a time slice and noting ABSENCE. If the action can be judged as NEEDING to have happened, code it Don’t code “here” Something will happen, but don’t code “going to”	“Are those trees *now* wide enough to go through?”	“Near completion” “Soon” “On the way” “Starting to” “Just yet” Starting upgrades “Early in the game” During “At this point” “Begin with” “Late game” “One-one” “Right afterwards”
Temporal - Speed	Referring to the speed at which things have to happen (both player movements or unit movements)	Seems to be requiring an action, but it may be implicit (won’t have the stim as early) A player accomplishing something before	“Be *really fast* in the early game”	“Quick” “Fast” “Early” “Delay” “Asap”

		the other		“Right away” “Finally” “Starts immediately
Temporal - Repetition	How often things have to happen	Any time we know the action happened at least once already (re-) If an action was repeated in a previous game, do not code it If a caster notes that a player “needs MORE X” it is a repetition” Requires an action Increasing counts usually requires repetition Retreating does not count UID amount of damage not specific enough to code Making xth base Quantifying units killed Look for more+another	“Do that *again*”	“Another” “Go back in” “Keeps on” “All over” “Cranking out units” “Replacing” “Another wave of units”
Spatial - Distance	A relative distance between two objects (e.g. close to, away from)	Moving to/from a specific place Likely has region or arrangement also We want to know either HOW MUCH they moved or WHAT DIRECTION they moved (i.e. magnitude or direction of the vector)	“I’m trying to keep my archers *away* from fighting”	“Zone” “Far/chase away” “Able to reach” “Roll forward” “Pushed back” “Pull back”
Spatial - Point REGION	A specific place	Regions of the map are considered points (e.g. left hand side, main base, natural, in base vs not in base) -Places the player can or cannot see are considered regions - Overextension is defined as a spatial point (of where the player overextended). It is also defined as a temporal-duration - “in position” is usually an example of region AND arrangement Connecting or spreading creep is arrangement, but reference to creep as a	“Is that a hole right *there*”	“Moving across map” “Out on the map” / “out here” “In position”

		region is a region		
Spatial - Size	Absolute reference to an object's length or space	Count map elements	"Let's have them chop where the gap is *king of big*"	"Huge minefield" "Map is kind of small"
Spatial - Arrangement	Specific spatial arrangement of objects	Could be applied to units or structures (typically mentioned in the formation of walls) -Generally formational, and relative to position of units. Relative measures to buildings or map features are considered region - units being put inside other units or mentions of drop are likely to be arrangement Connecting or spreading creep is arrangement, but reference to creep as a region is a region Dropping is an arrangement (the units are in another unit)	"And if you can get some archers *along the border* killing their peons"	"Posturing around" "Units inside medivac" "In position" "Trapped" "Split units" "In front" "Setup a defense" "Pre split"

Consider region vs arrangement, lots of enumerated definitions

- Seems like the core of the issue is that large regions are clear, while small regions (often relative to small features, like buildings or units) are kind of overlapping (i.e. "the front line of my army is in front of my back line". In front of the back line is a position, but the more important thing is that the front line is arranged between the back line and the enemy army.

Spatiotemporally ambiguous here/there (label as nothing)

- Use video to attempt to resolve, when not possible

-Ability use (e.g. Overcharge is an ability of a mothership core [fighting object] that targets a pylon [production object]) How to code? Maybe its own, maybe resolve the source/target and call it an object? Leaning toward considering the source as an object, less clear on target.

- Same issue as above, but for upgrade queueing/existence

"2-1-1" should be coded as production object, action building/producing, temporal ordering, quantity identified

Creep is in general a problem (spreading seems to have both scouting and moving roles), the creep itself has some environmental properties, and some "vision object" properties

Resolving ambiguities will be capped at K lines, where K is 2!!!

Need language is included in action codes

Player knowledge gained by state observation is permissible to code, if it is gained external to this game (e.g. previous game history) it is not

Ambiguous words : Nth, gets, “going to end,” done, pushing out, “2-2 upgrades”, “tank count”, “half” (applied to singular things is ID, applied to plural things is UID), first (ordering vs counting), one (used as a demonstrative pronoun), “go back” (retreat vs repeat), “before” (pre-emption vs ordering), “continue” (repeating vs processing old order) follow up (potential ordering?), need to be careful about relative language such as “in front” since we need to resolve what it is in front of