



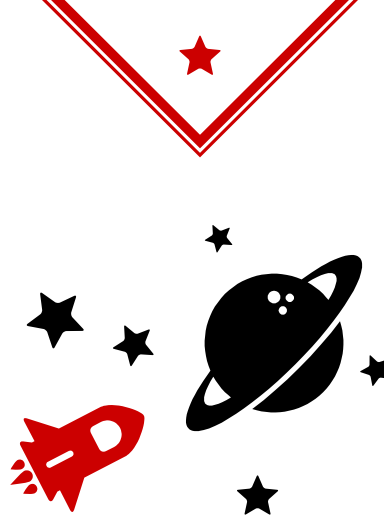
Darwin's Light Bikes



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Evolutionary AI

Training a Game Playing Agent



Genome

Defining a decision making matrix, the genes of
our game playing agent



Defining Strategies

Close Combat

Survival Mode



Relative X and Y to Enemy

Closest Barrier in The Given Direction

Free Spaces in the Given Direction

...Any Strategy We Want to Add

Random Genomes
10.0%

Tron Babies
40.0%

Winning Parents
50.0%

