NEAT algorithm :

* Inputs = info given to the network : horizontal distance from start, distance between bird and next pipe (top and bottom distances)
* Outputs = what the character can do (what button we can press) : jump or not
* Activation function = evaluate the output neuron to decide what to do : here binary classification -> tanh and jump if output value > 0.5
* Population size = number of birds per generation : 100 (higher as the complexity of the game increases)
* Fitness function = evaluate how good our birds are (VERY IMPORTANT) : distance from start + genomes and config file as parameters
* Max generations = number of generations to test : 30 (if still not good after 30 generations, start over)

All of this needs to be written in a configuration file with a specific format to then be fed into the algorithm