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|  | Algorithm 1 | Algorithm 2 |
| Phenotype | Neural Network | |
| Genotype | Weights in the Neural Network | |
| Mapping | Direct representation of the network | |
| Fitness | Standard Fitness:  0.9\*(100 – Enemy\_Life) + 0.1 \* Player\_Life – log(Time) | |
| Mutation | Randomly change a weight with µ = .30 | |
| **Crossover** | **Crossover by parts** | **Weighted mean of parents** |
| Parent selection | Probabilistic based on fitness (roulette) | |
| Survivor selection | Probabilistic based on fitness, (µ + λ) | |
| Initialization | Random | |
| Termination | 25 generations | |