Genetic The following diagram presents the flow of genetic optimatization algorithm Start Initialize initial population with random variables Termination Condition return best; False Assign fitness to entire population (e.g objective function value) Sort population by fitness Kill 70% of weakest critters Choose two critters Move critters from population.Count + children.Count = Desired Population? randomly and crossover them children storage to global storage End of collection Reached Add new critter to children storage For each Critter C in population Next Roll for mutation roll < mutationChance Mutate C adding to it some % of it's existing properties