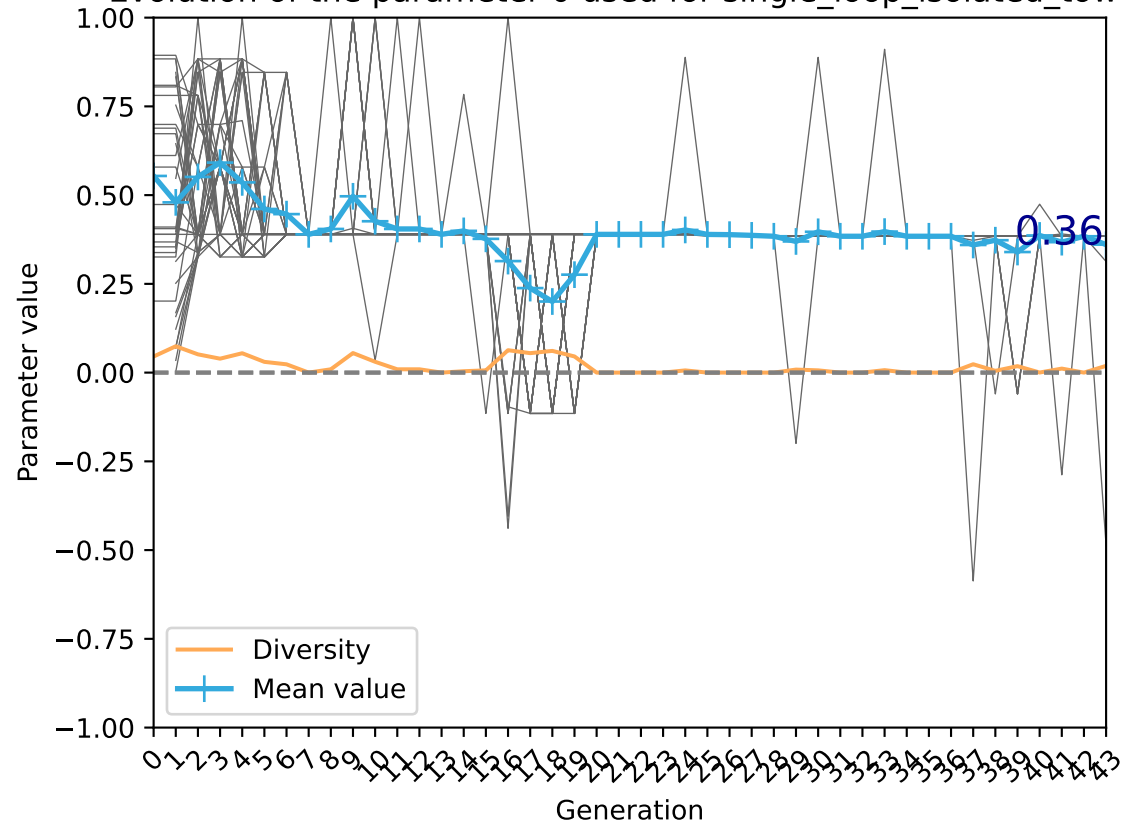
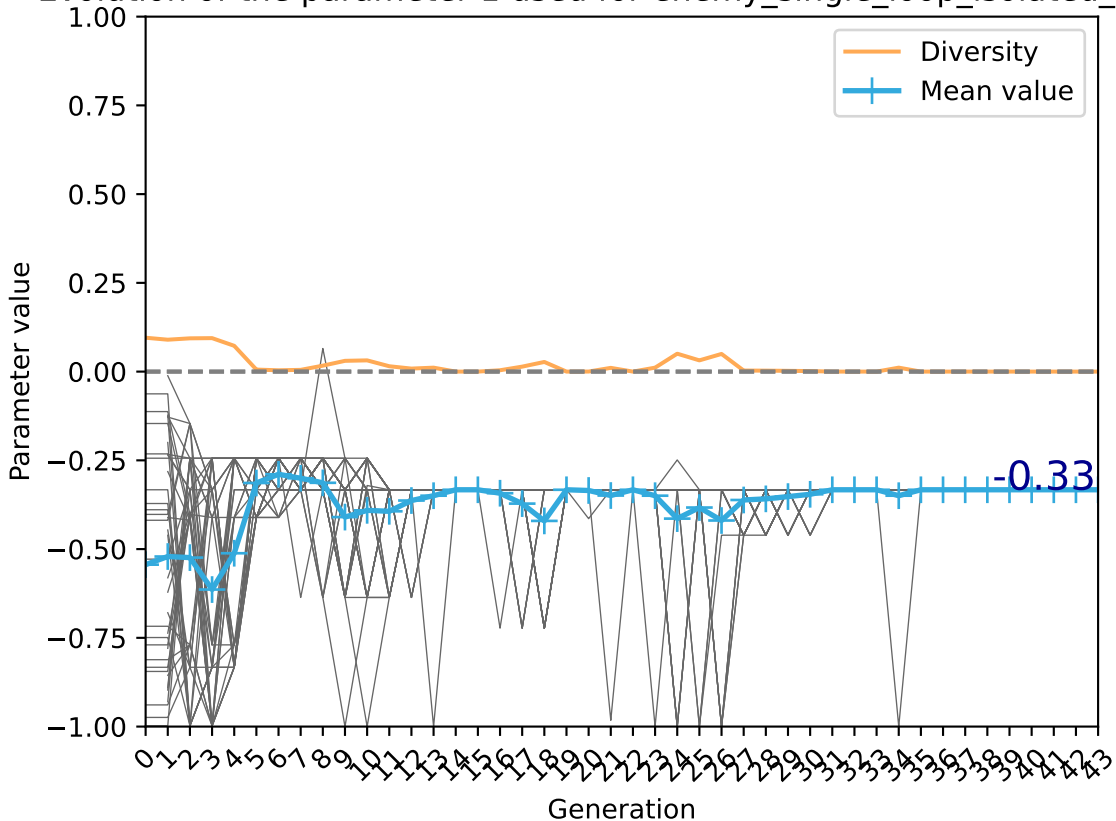


DoubleHeuristicMax

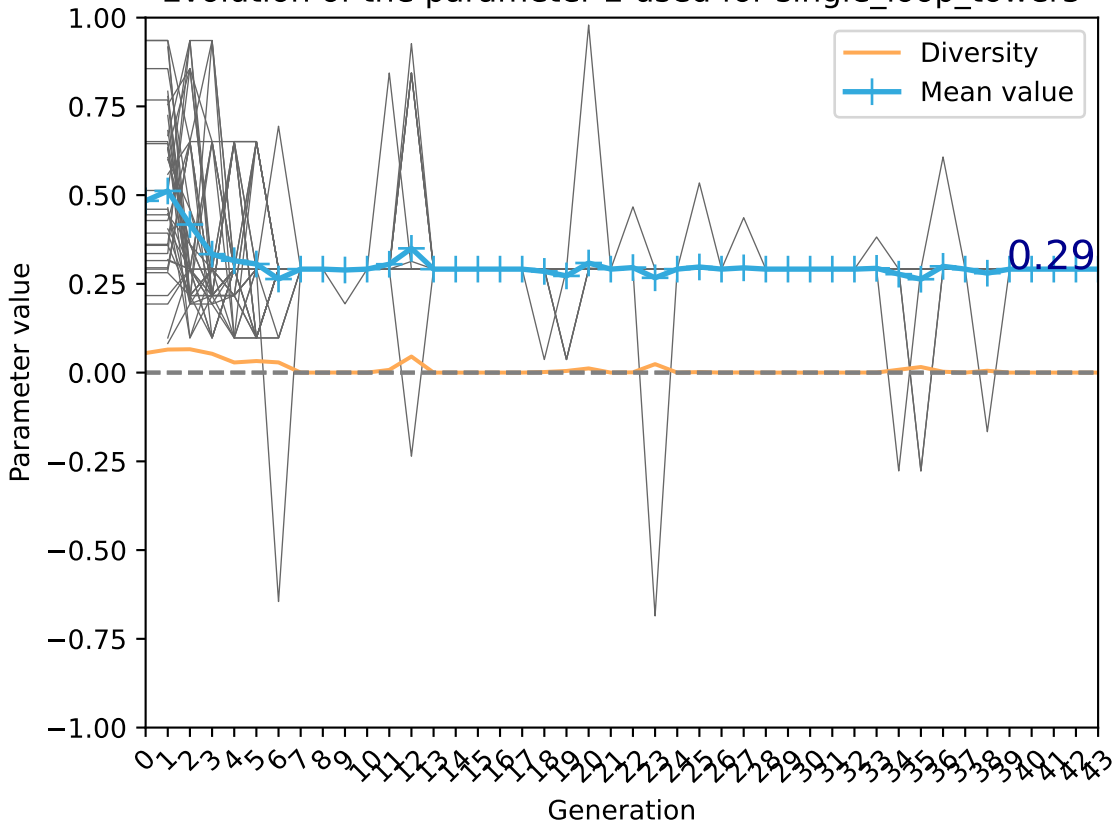
Evolution of the parameter 0 used for single\_loop\_isolated\_tower



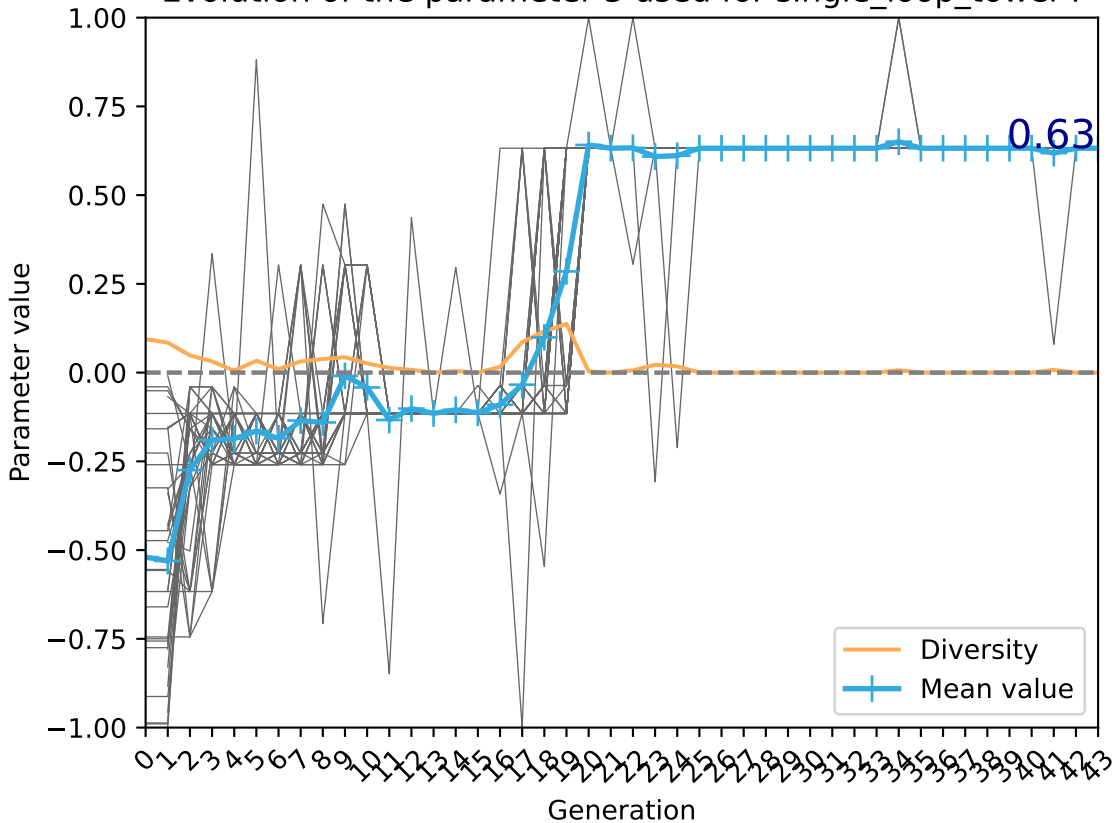
Evolution of the parameter 1 used for enemy\_single\_loop\_isolated\_tower



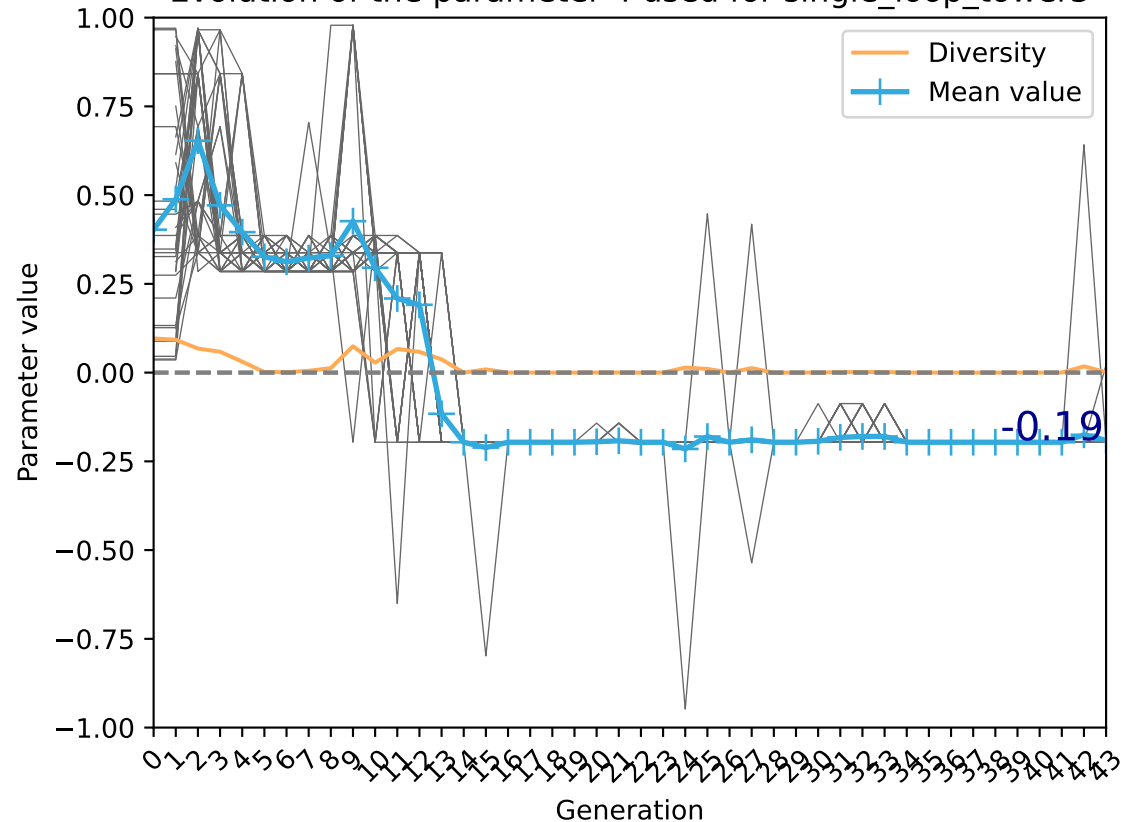
Evolution of the parameter 2 used for single\_loop\_tower5



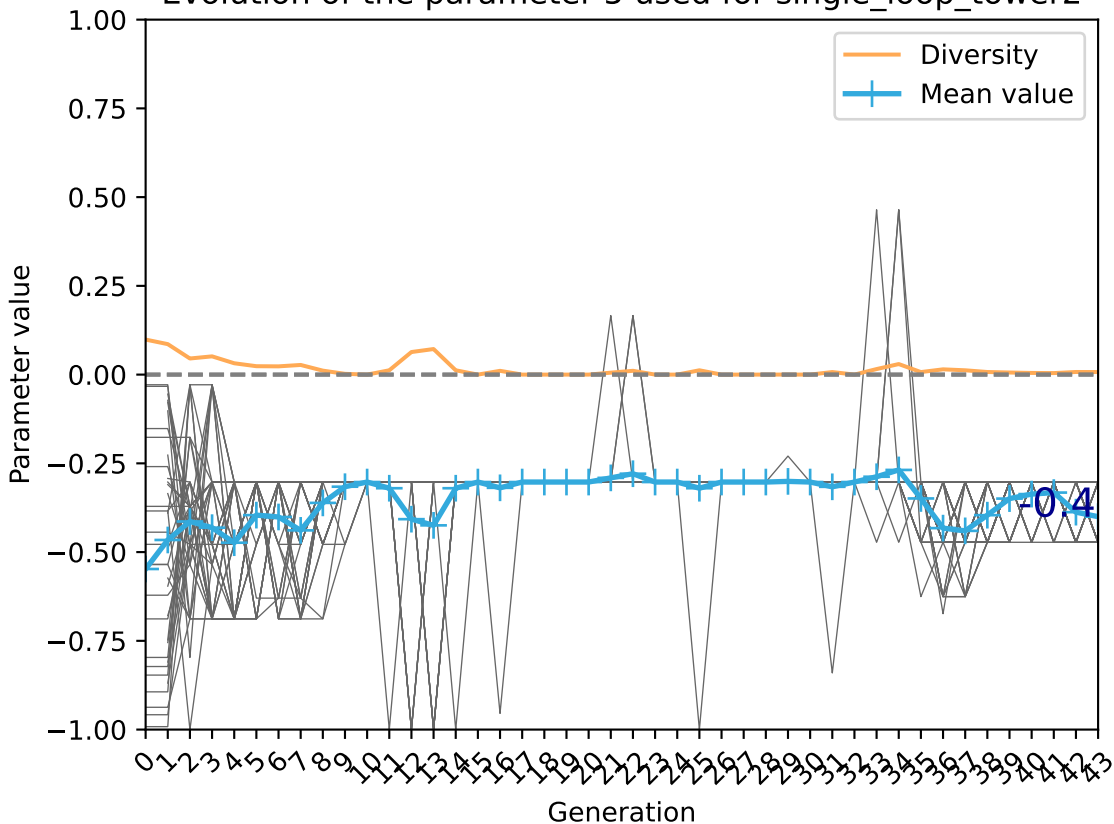
Evolution of the parameter 3 used for single\_loop\_tower4



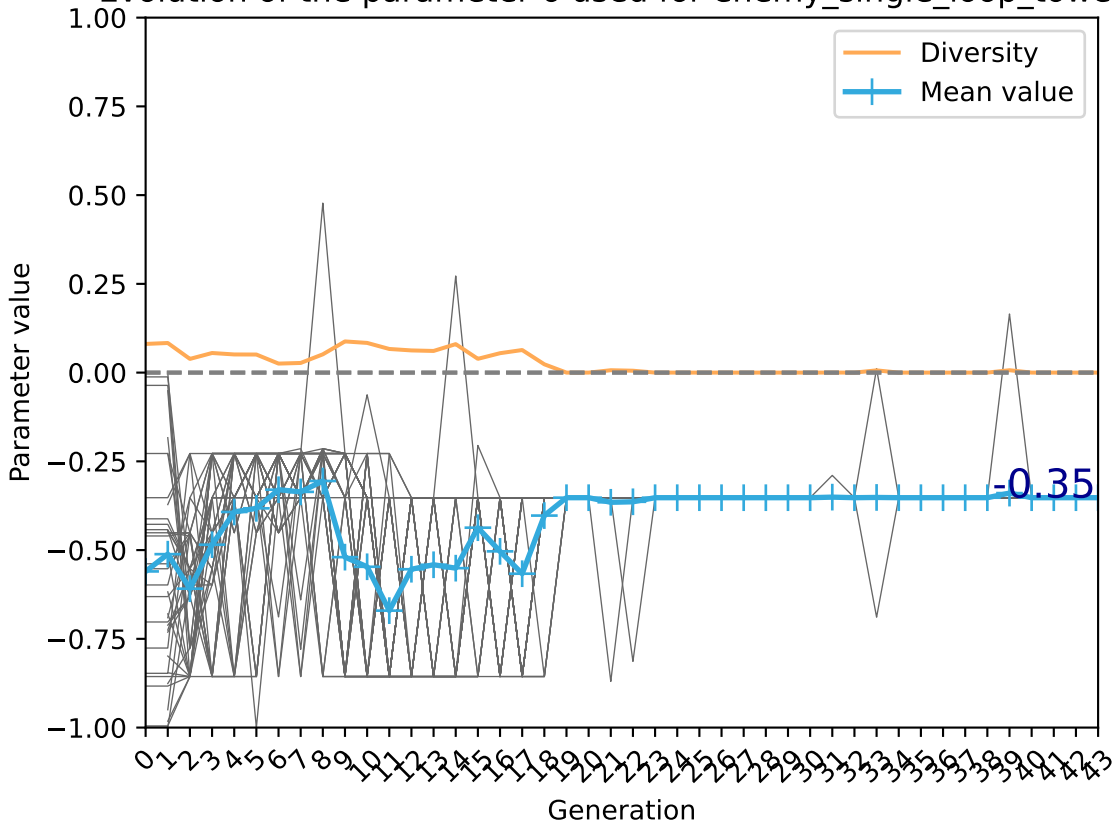
Evolution of the parameter 4 used for single\_loop\_tower3



Evolution of the parameter 5 used for single\_loop\_tower2

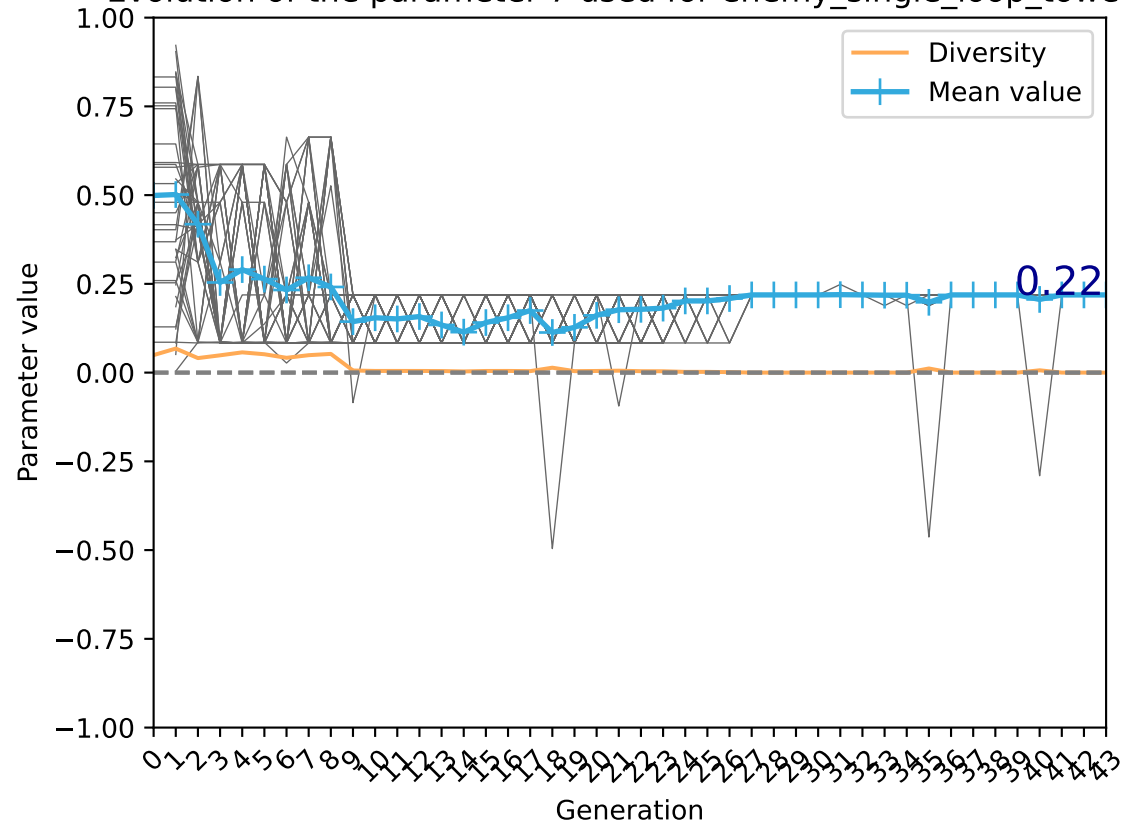


Evolution of the parameter 6 used for enemy\_single\_loop\_tower5

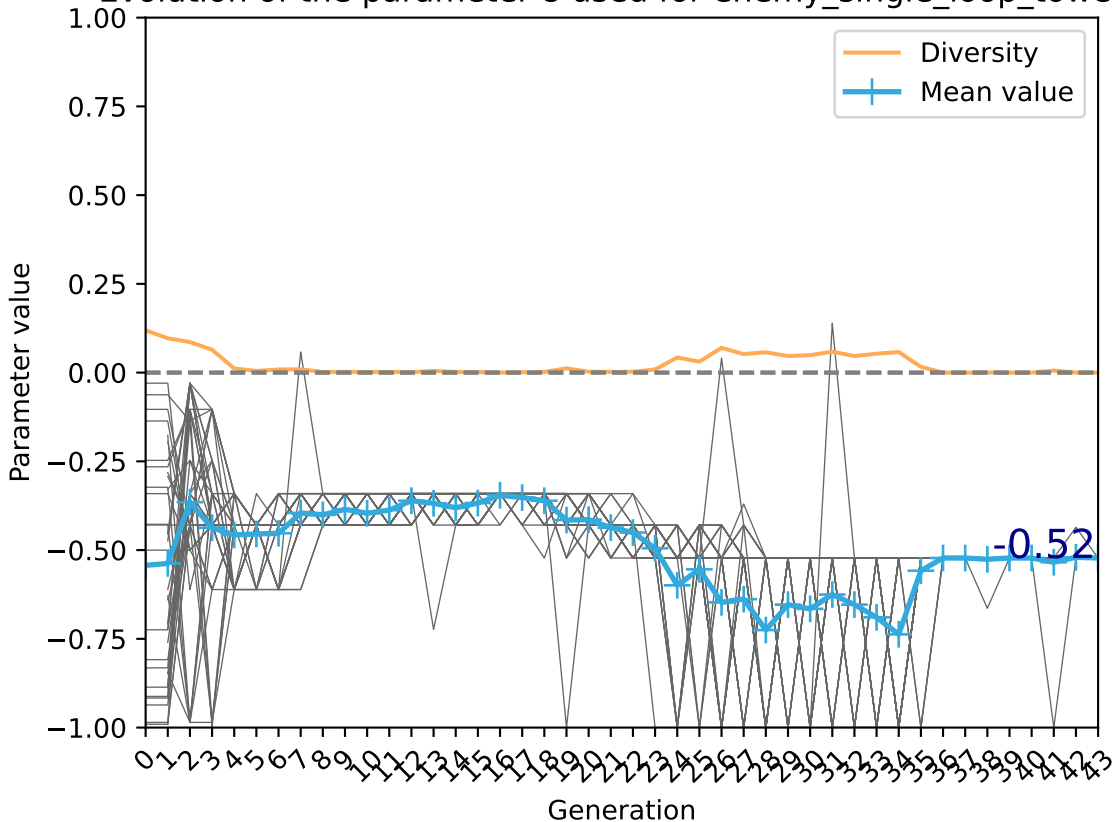




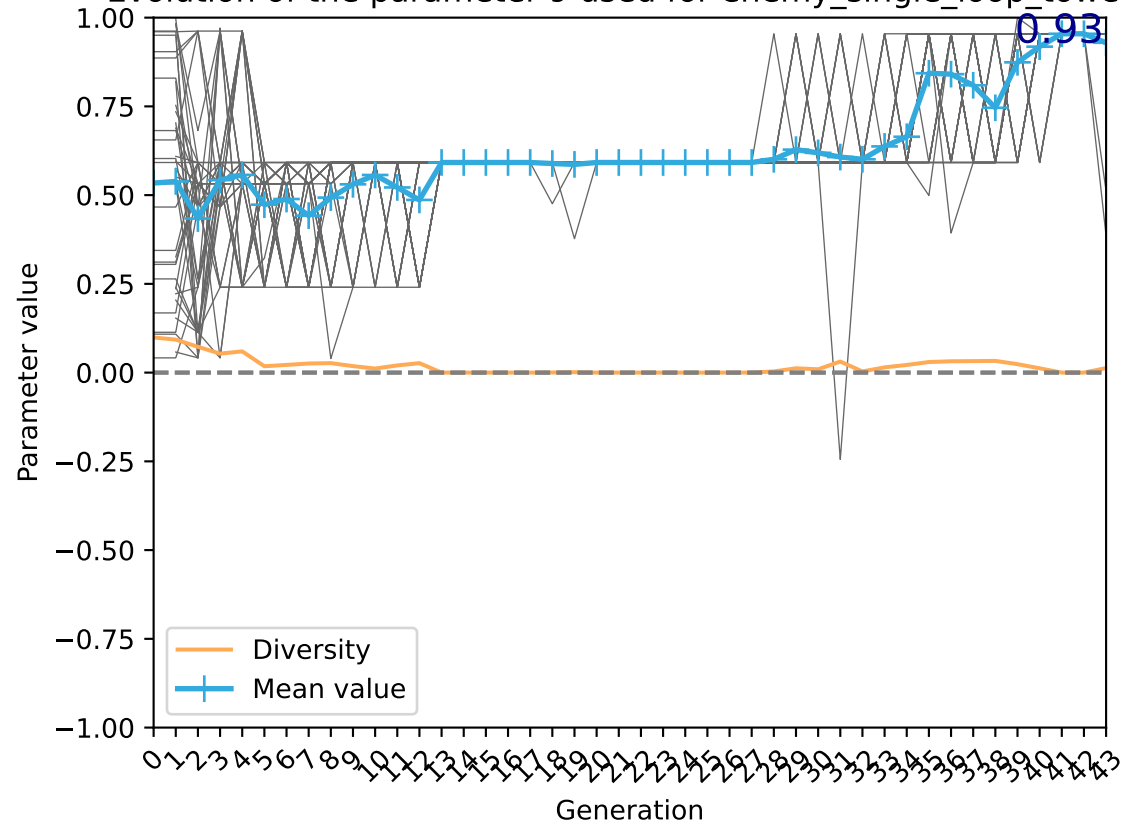
Evolution of the parameter 7 used for enemy\_single\_loop\_tower4



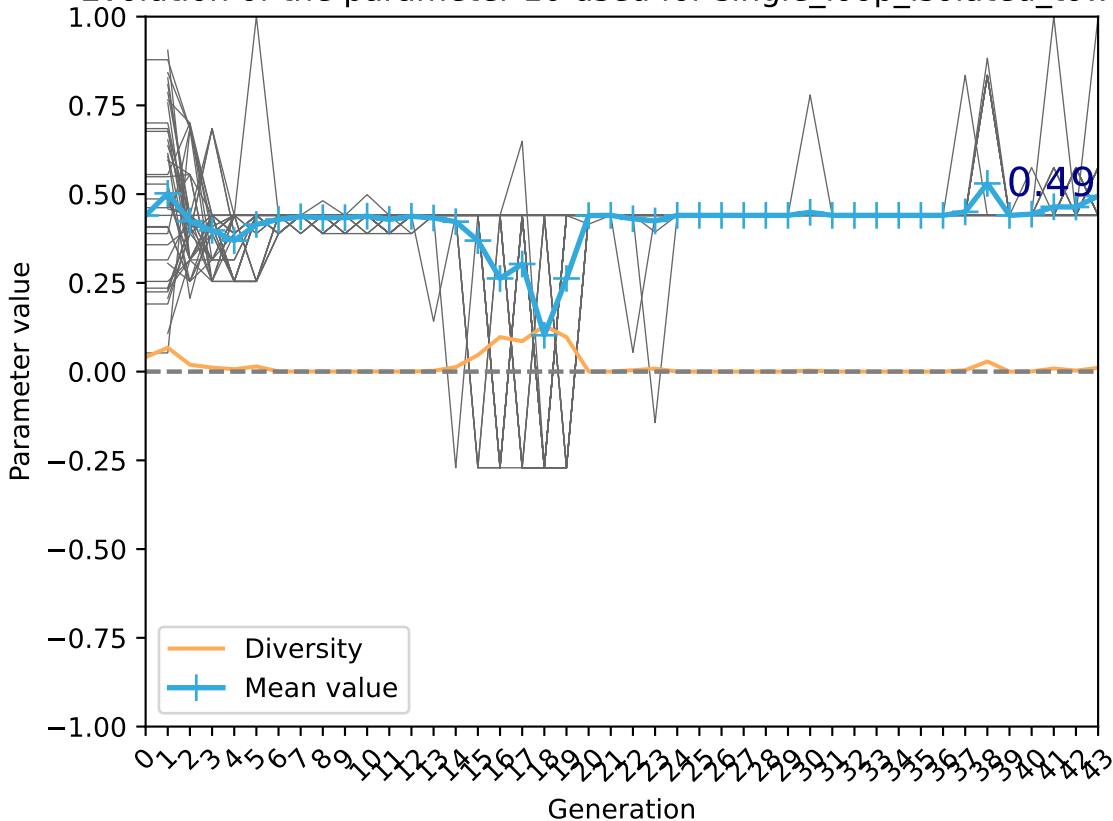
Evolution of the parameter 8 used for enemy\_single\_loop\_tower3



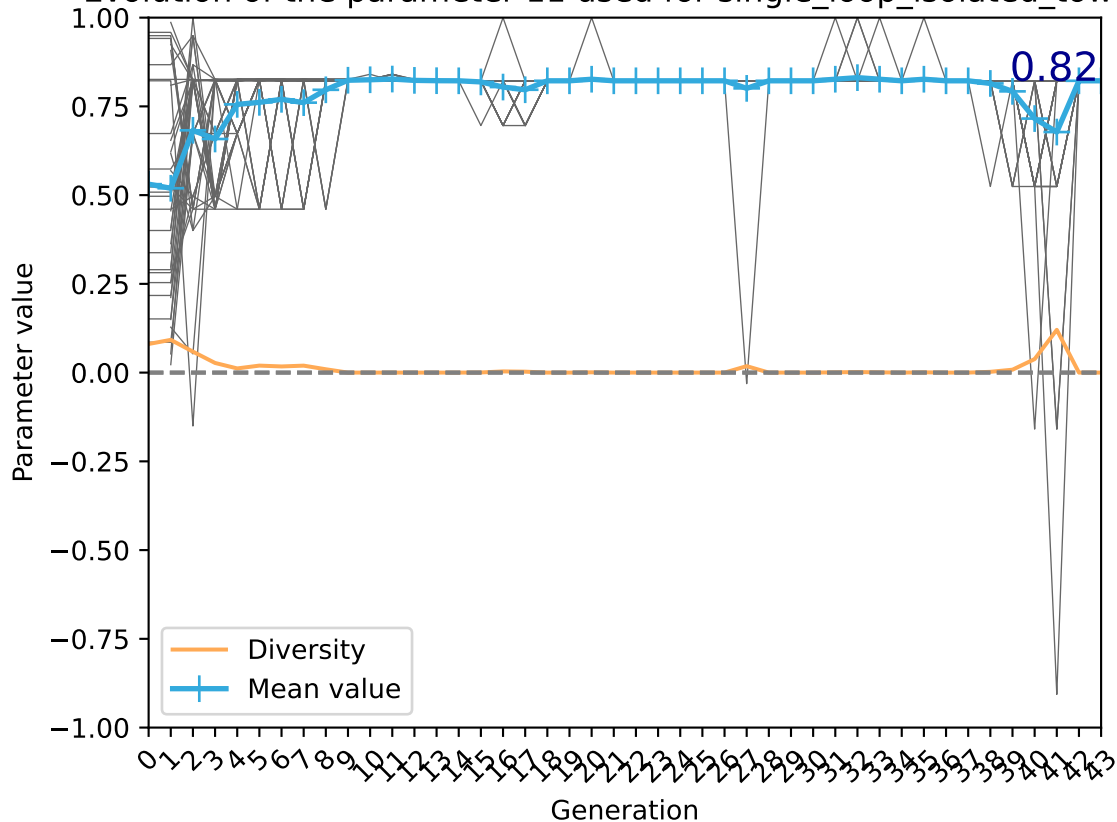
Evolution of the parameter 9 used for enemy\_single\_loop\_tower2



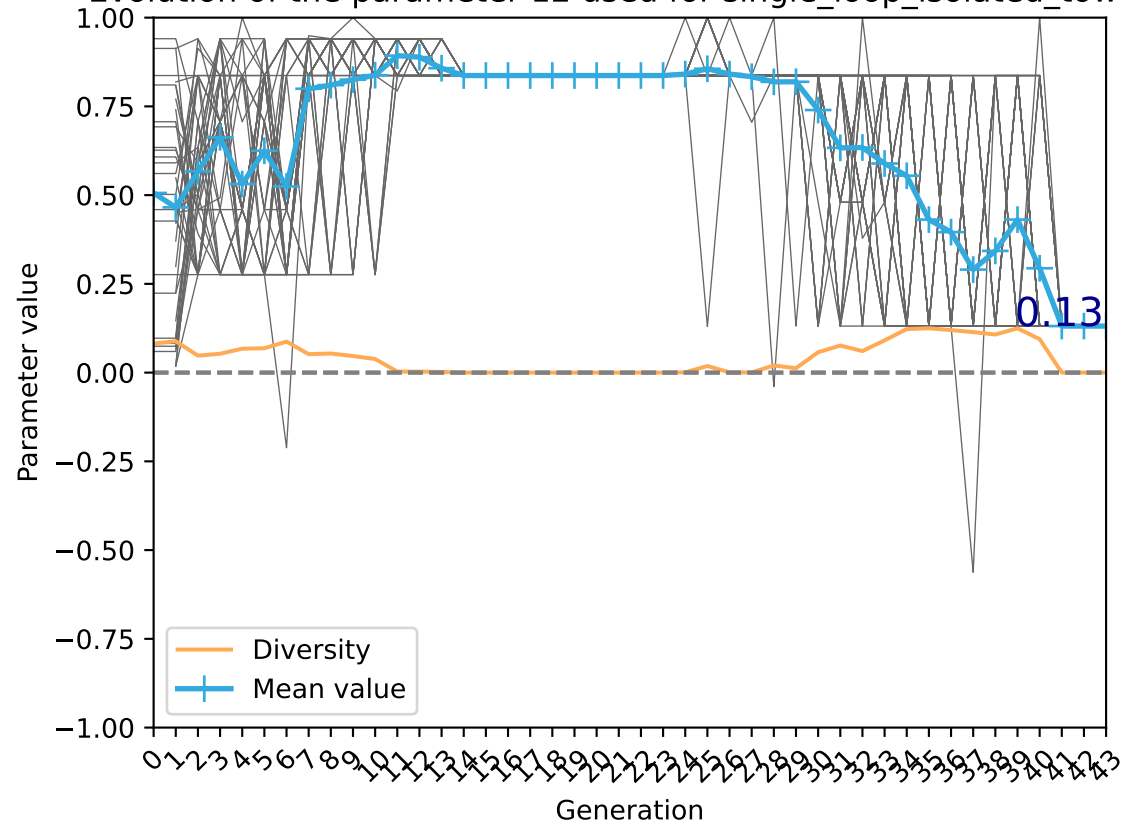
Evolution of the parameter 10 used for single\_loop\_isolated\_tower4



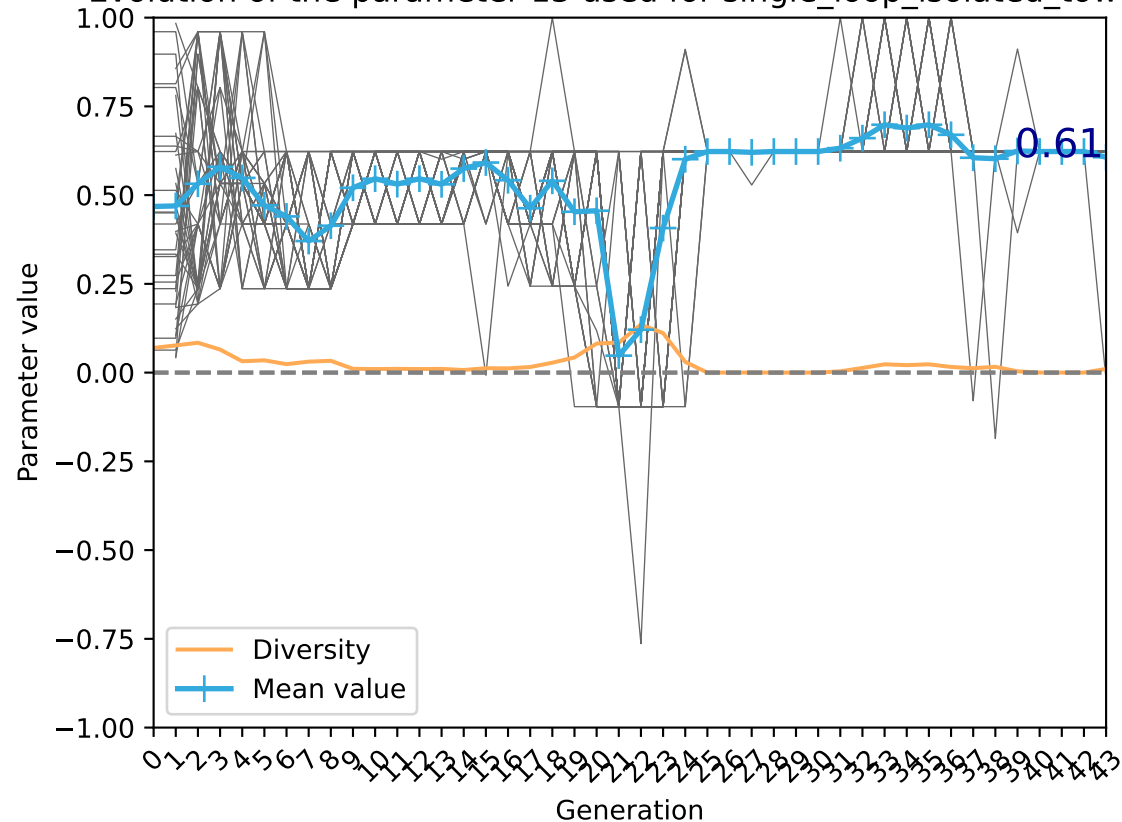
Evolution of the parameter 11 used for single\_loop\_isolated\_tower3



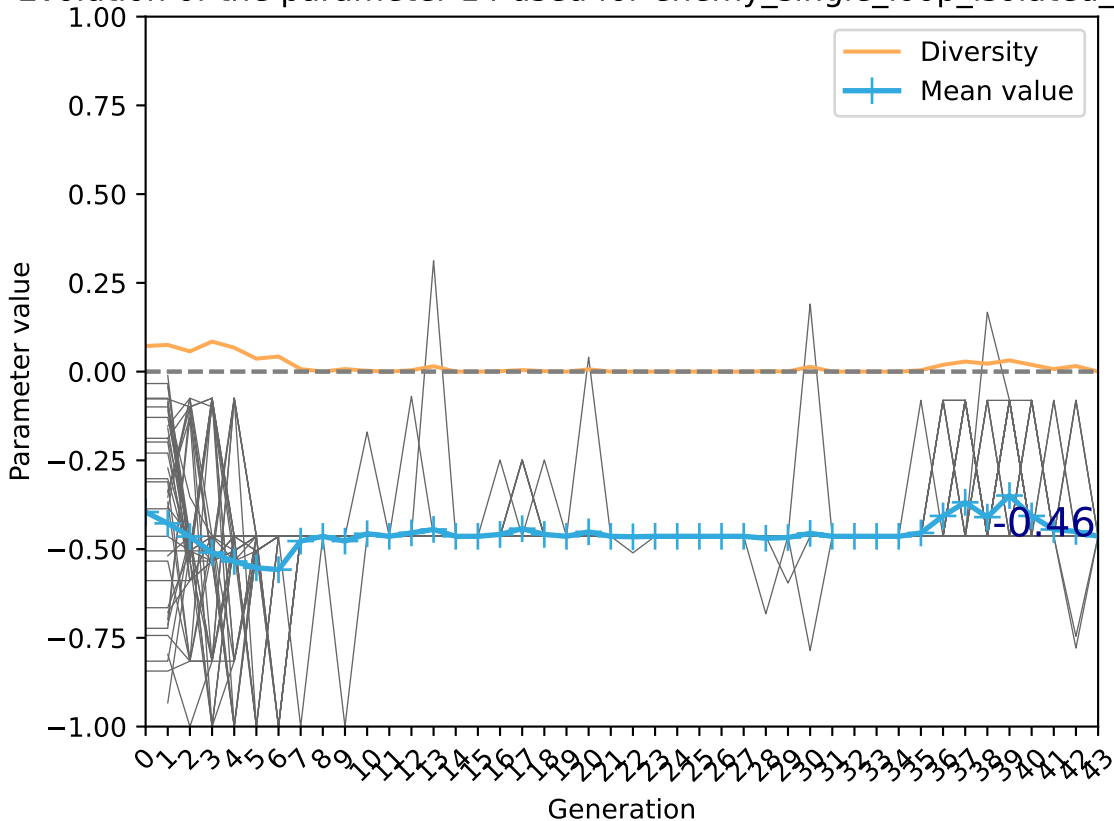
Evolution of the parameter 12 used for single\_loop\_isolated\_tower2



Evolution of the parameter 13 used for single\_loop\_isolated\_tower1

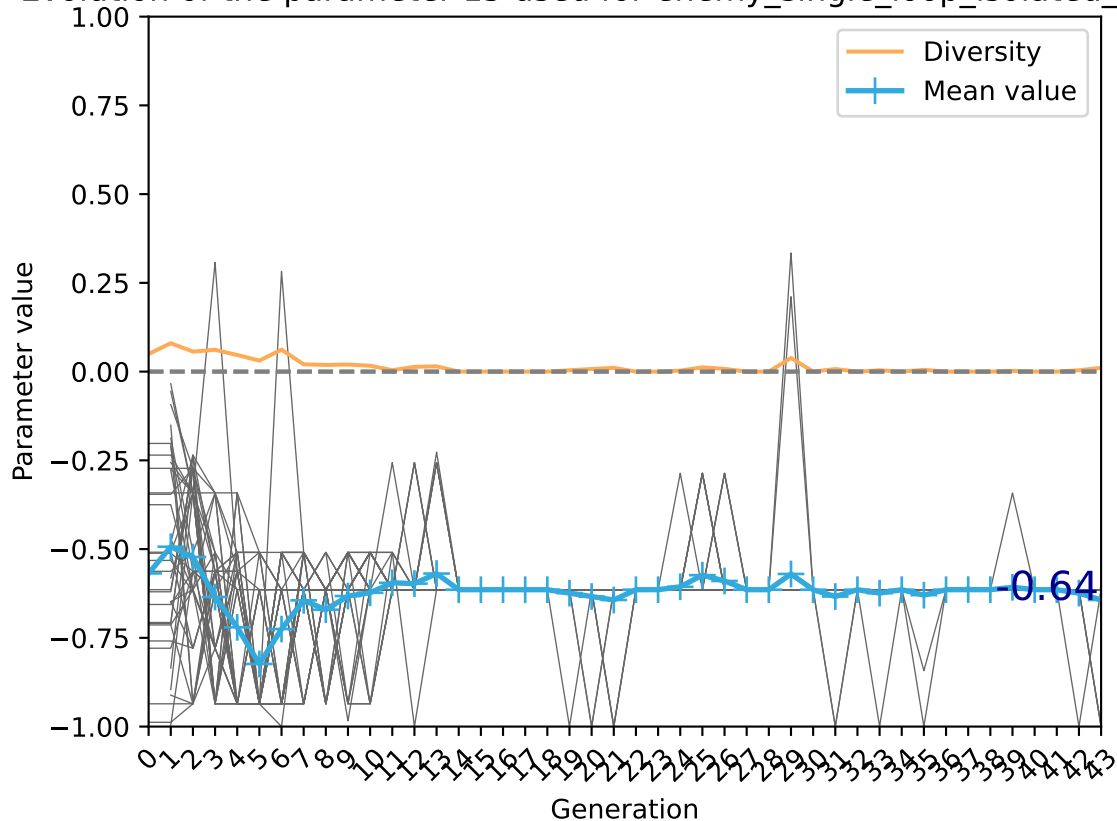


Evolution of the parameter 14 used for enemy\_single\_loop\_isolated\_tower4

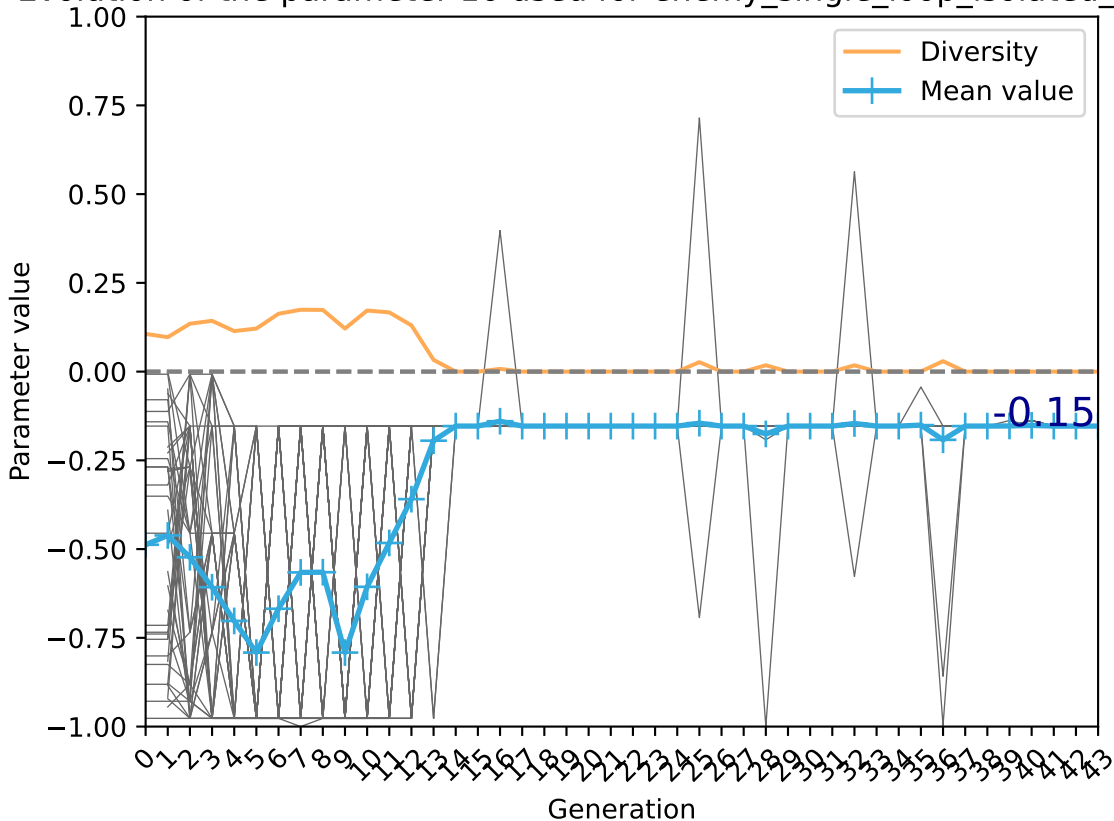




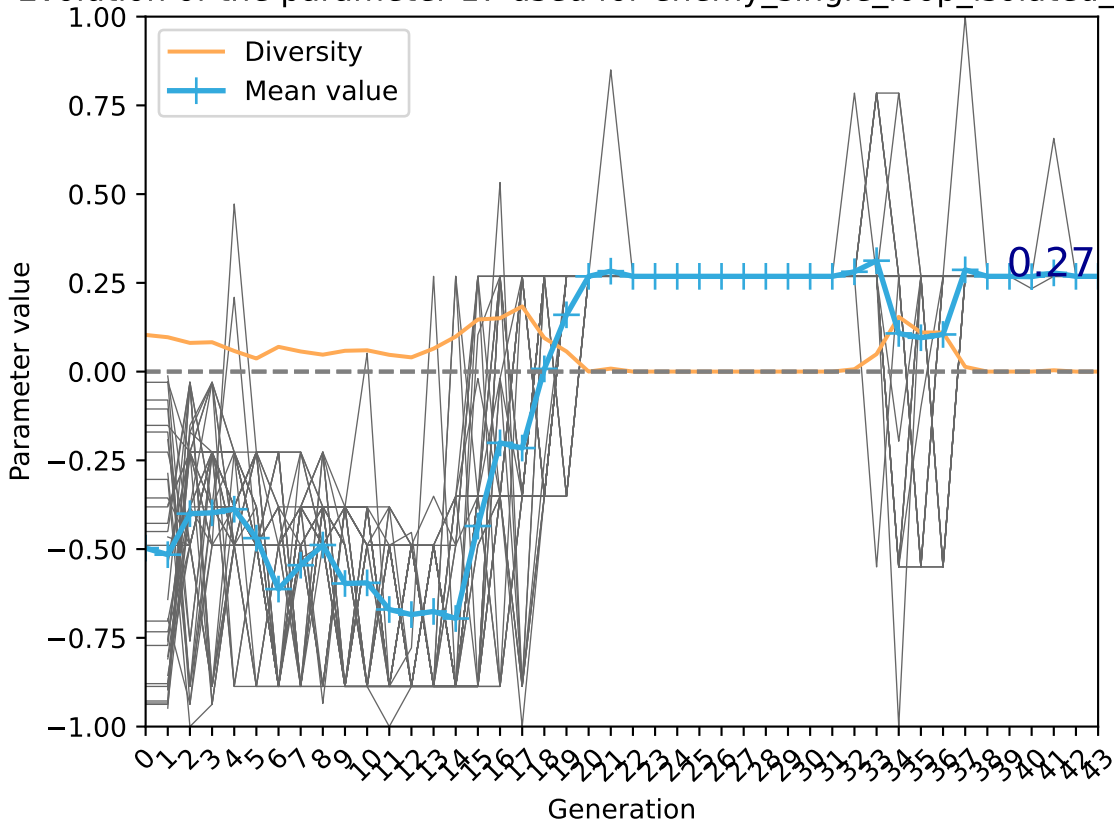
Evolution of the parameter 15 used for enemy\_single\_loop\_isolated\_tower3



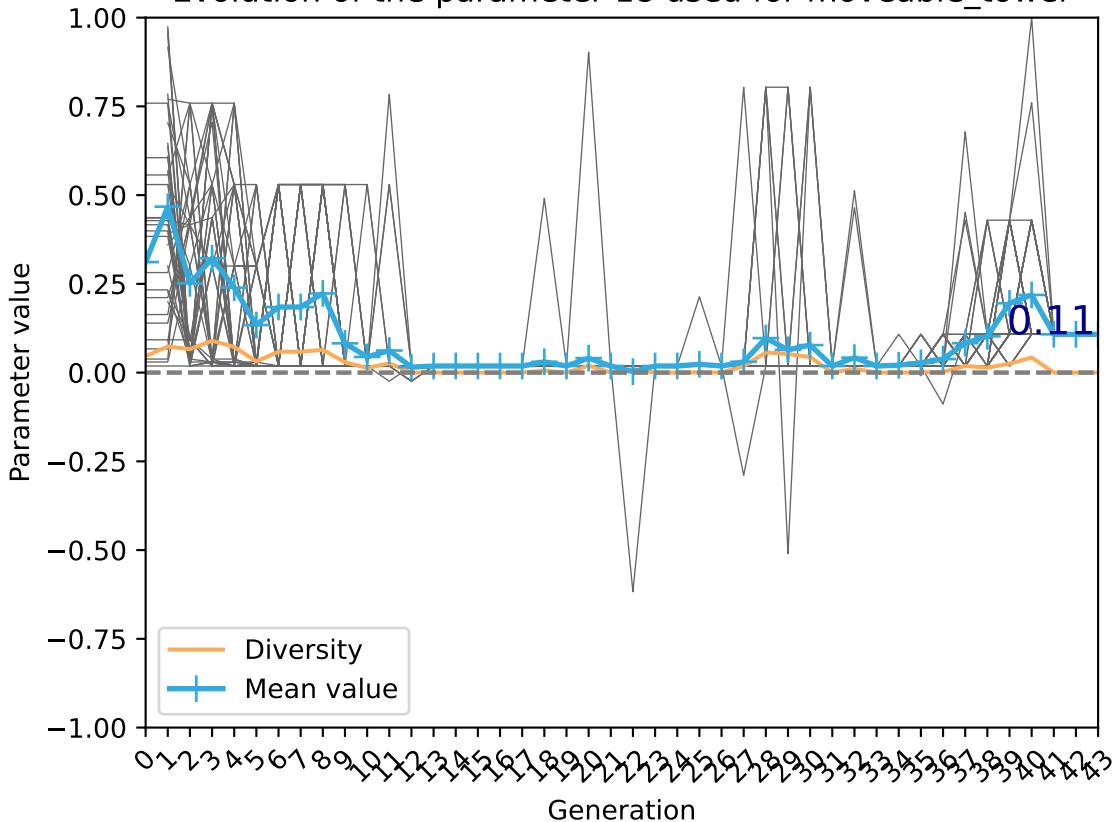
Evolution of the parameter 16 used for enemy\_single\_loop\_isolated\_tower2



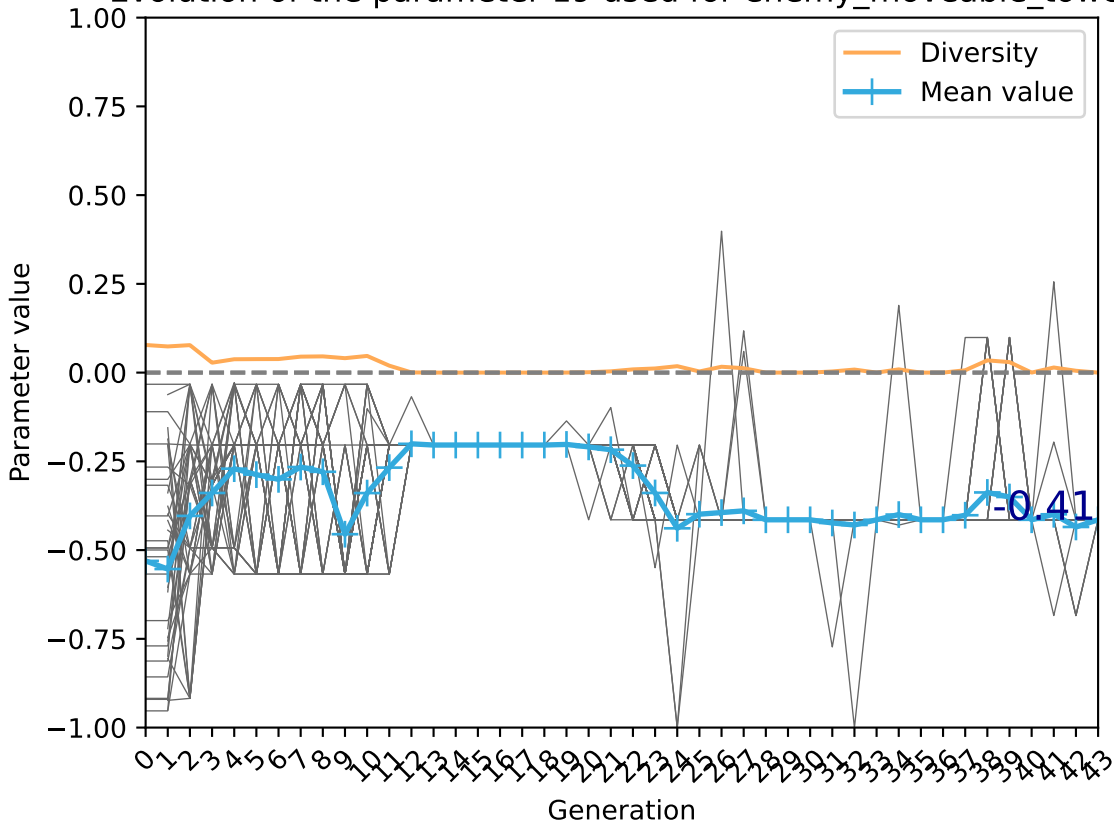
Evolution of the parameter 17 used for enemy\_single\_loop\_isolated\_tower1



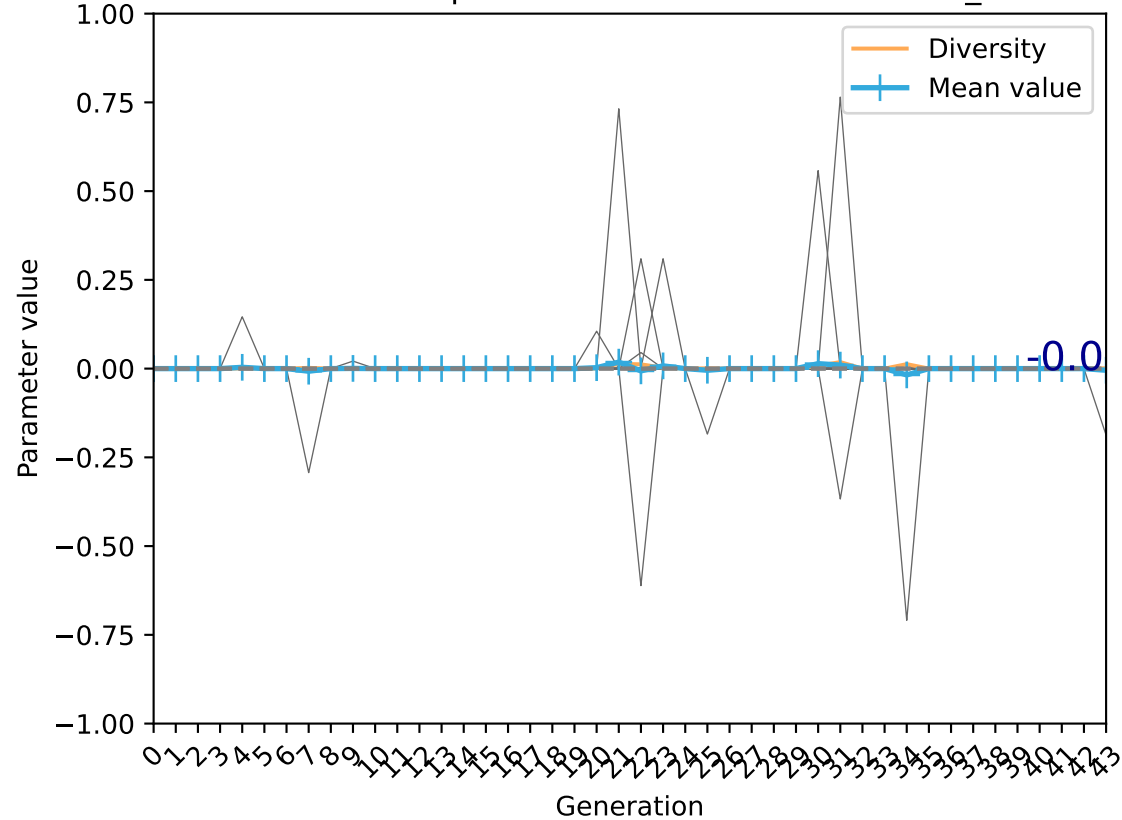
Evolution of the parameter 18 used for moveable\_tower



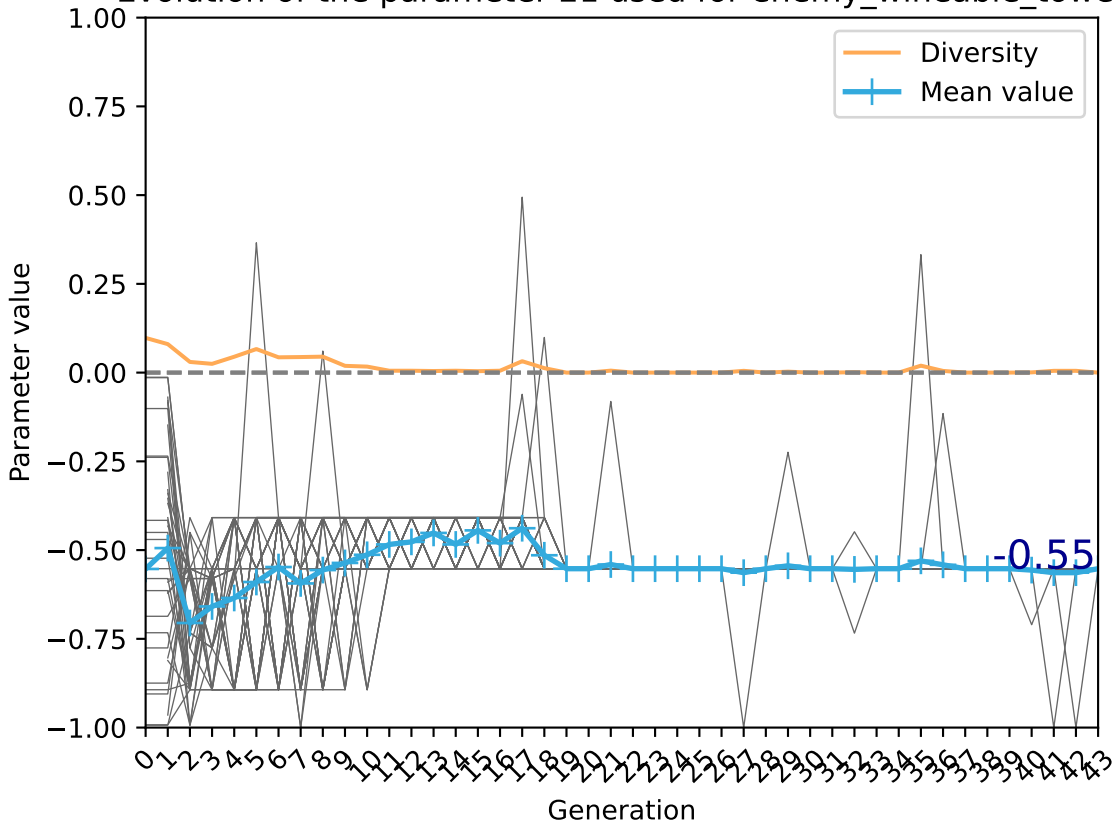
Evolution of the parameter 19 used for enemy\_moveable\_tower



Evolution of the parameter 20 used for wineable\_tower



Evolution of the parameter 21 used for enemy\_wineable\_tower



Evolution of the parameter 22 used for score

