DoubleHeuristicMin
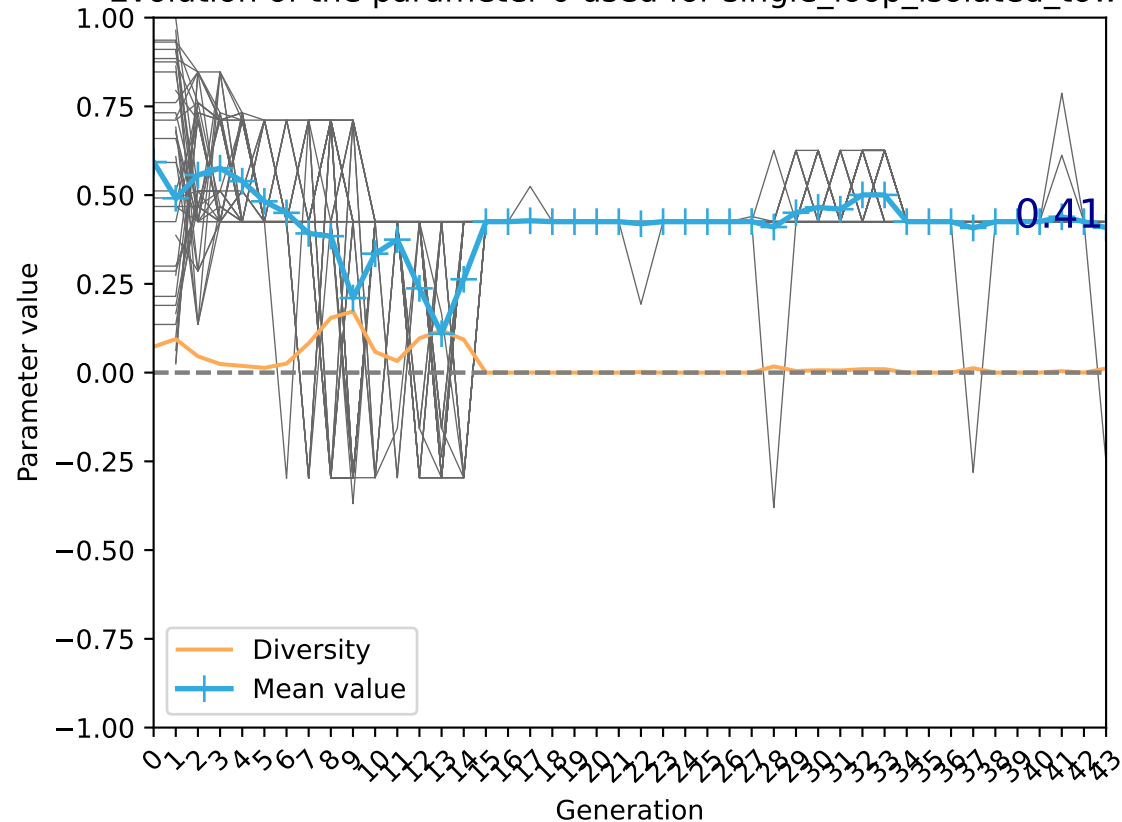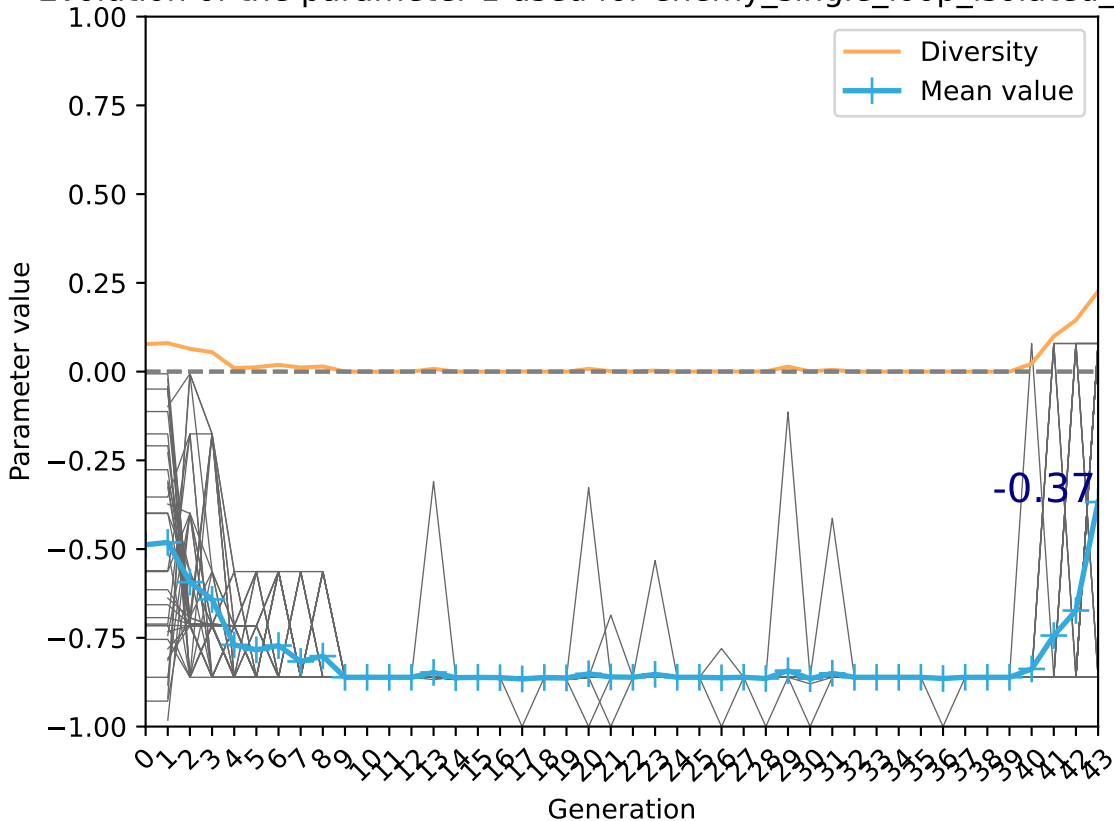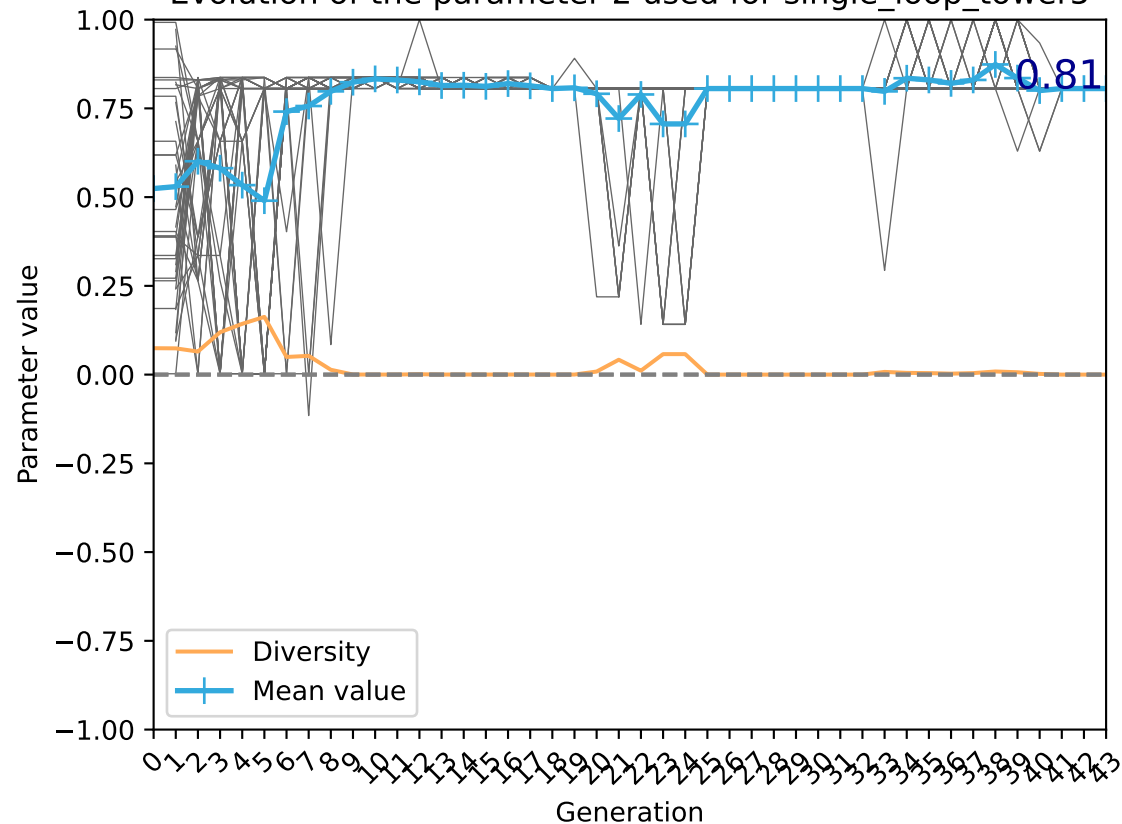
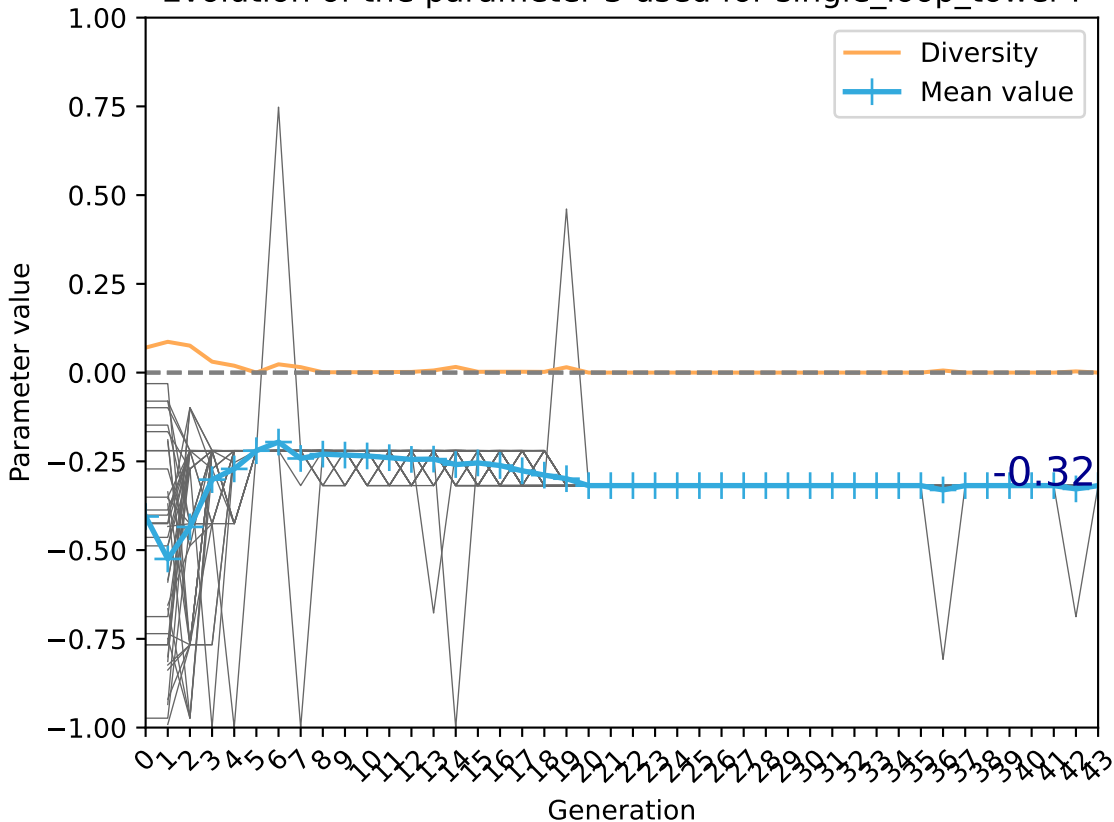Evolution of the parameter 0 used for single_loop_isolated_tower

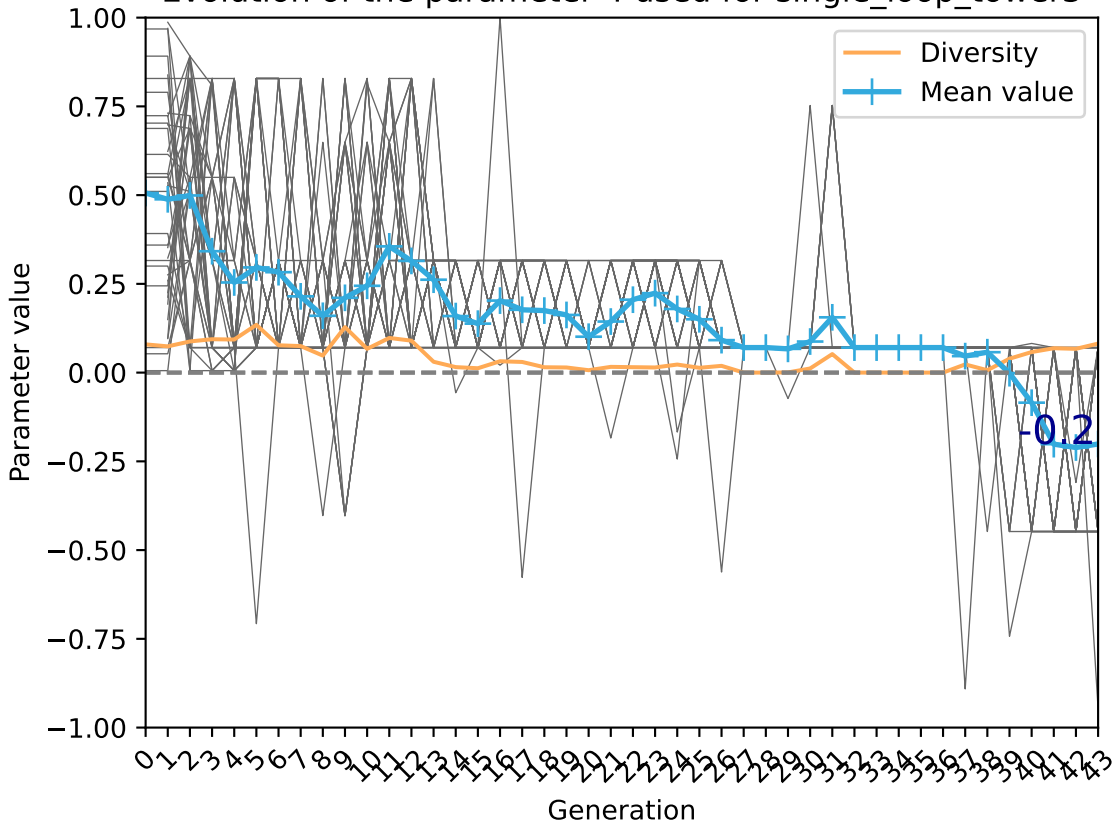Evolution of the parameter 1 used for enemy_single_loop_isolated_tower

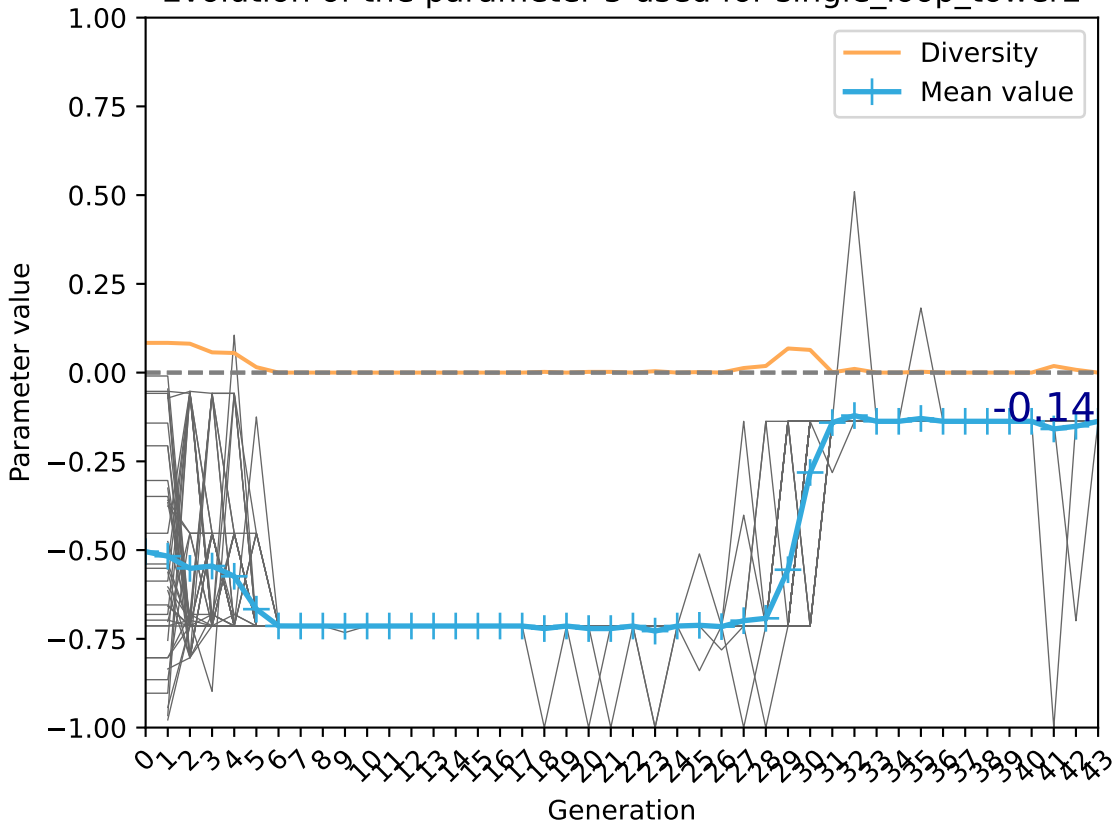Evolution of the parameter 2 used for single_loop_tower5

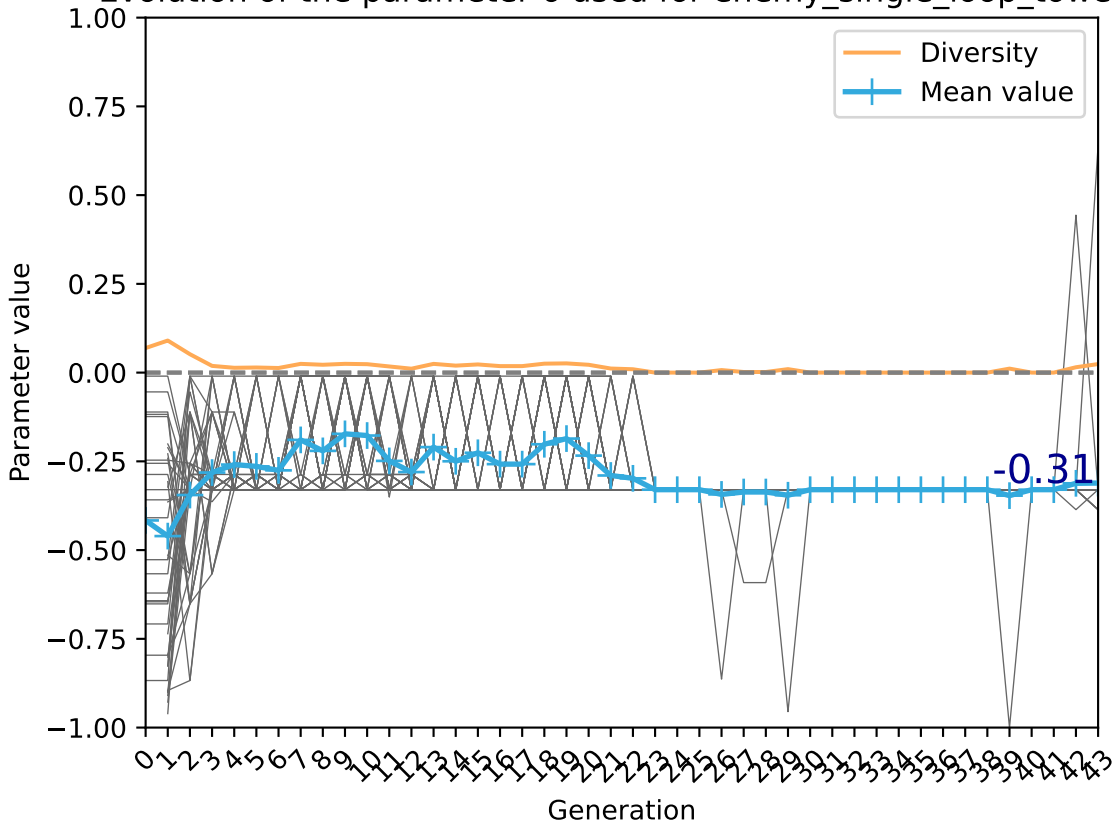Evolution of the parameter 3 used for single_loop_tower4

Evolution of the parameter 4 used for single_loop_tower3

Legend:
- Diversity
- Mean value

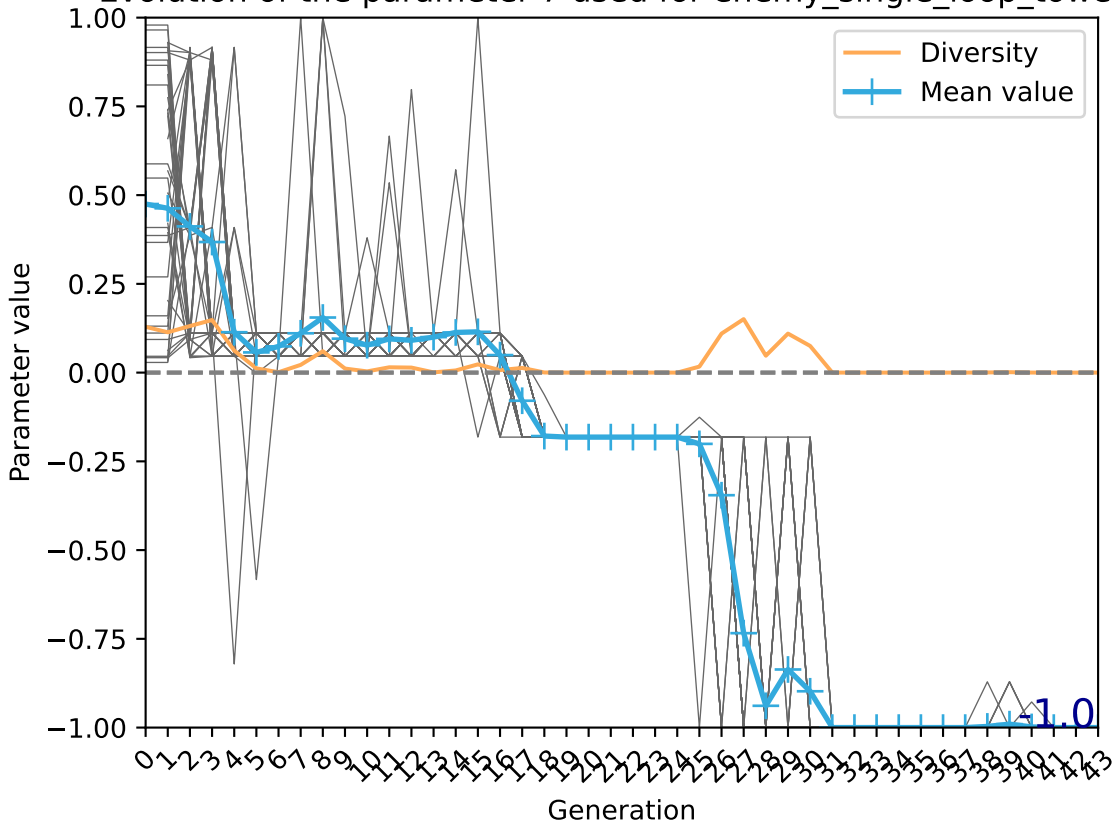X-axis: Generation
Y-axis: Parameter value

-0.2

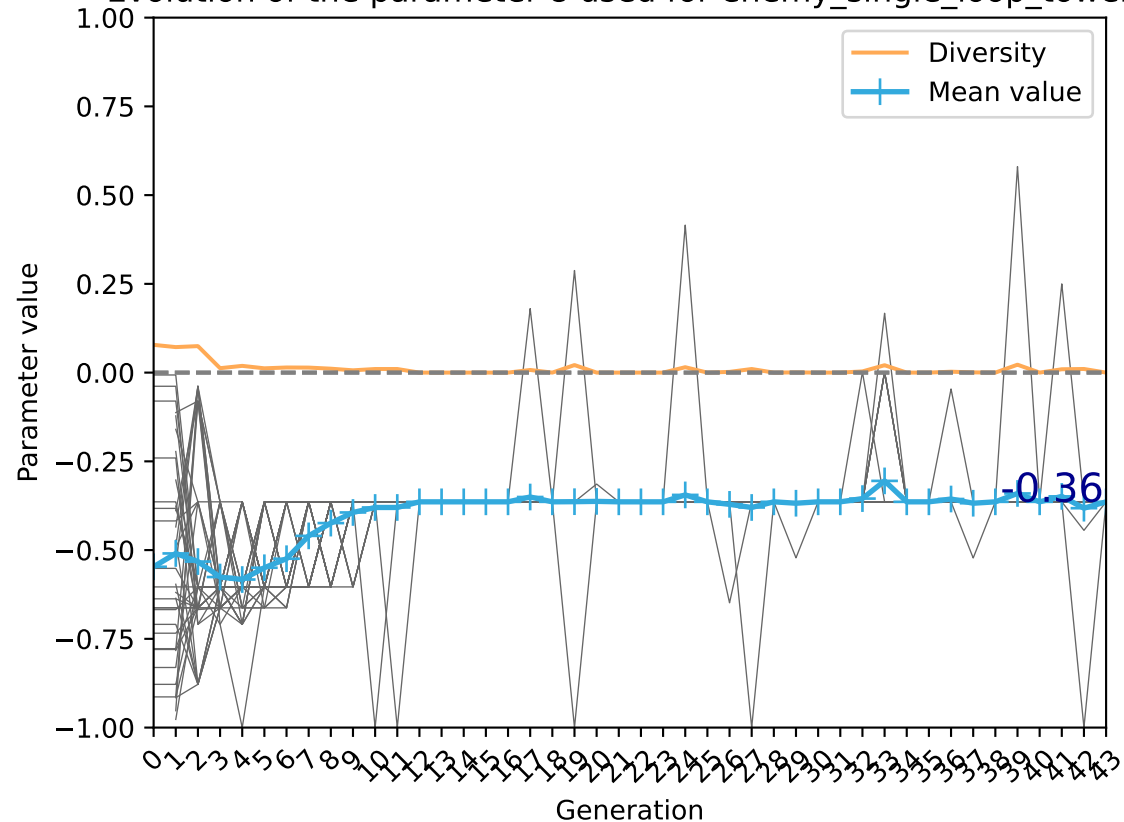Evolution of the parameter 5 used for single_loop_tower2

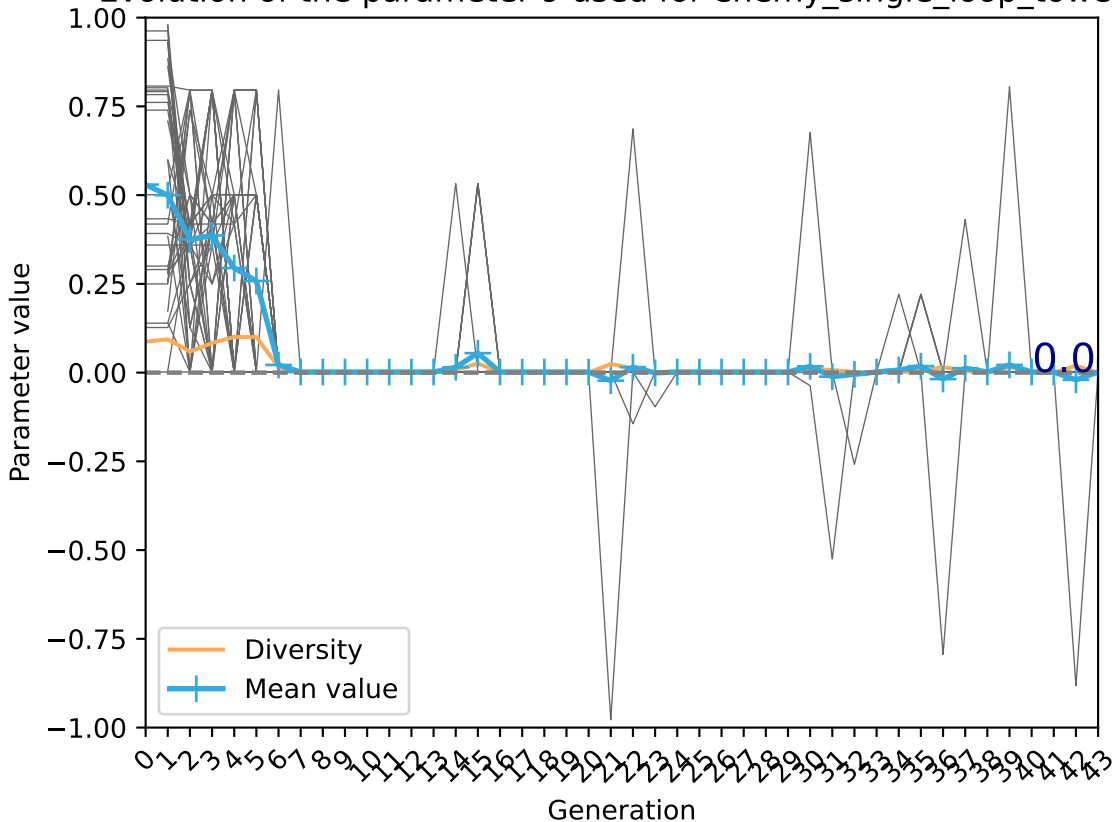Evolution of the parameter 6 used for enemy_single_loop_tower5

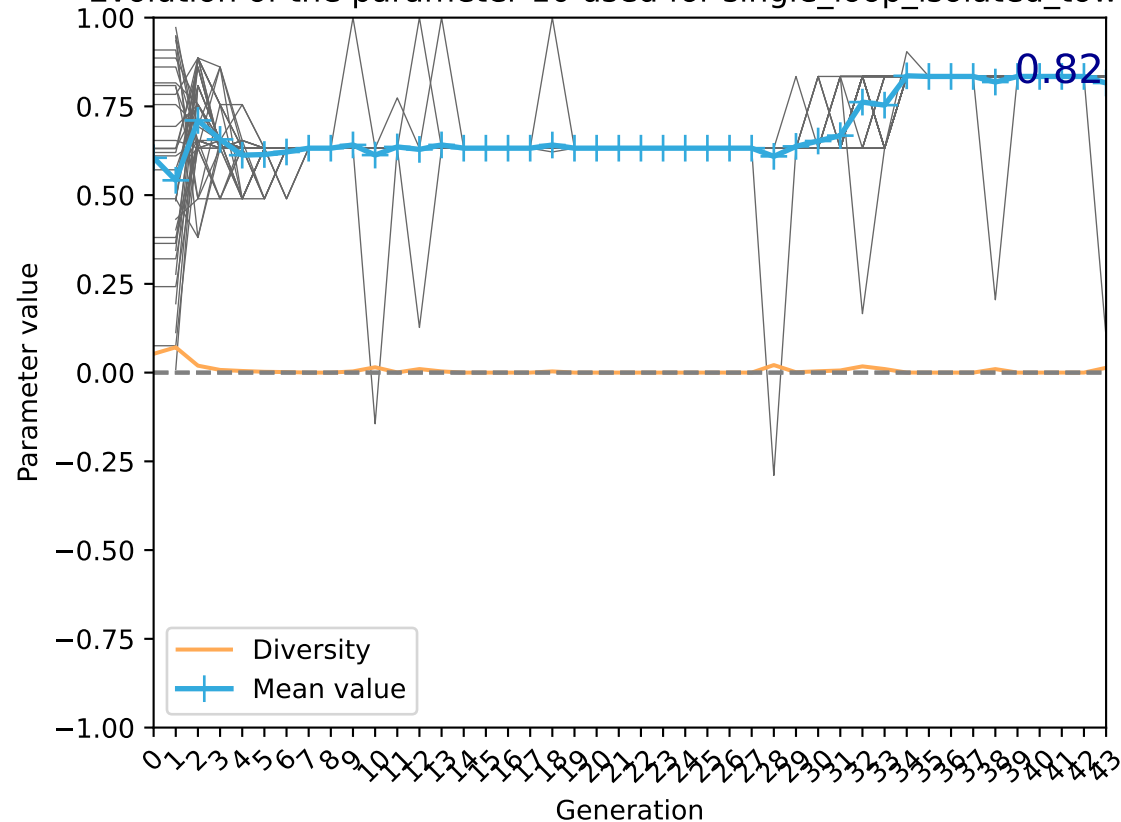Evolution of the parameter 7 used for enemy_single_loop_tower4

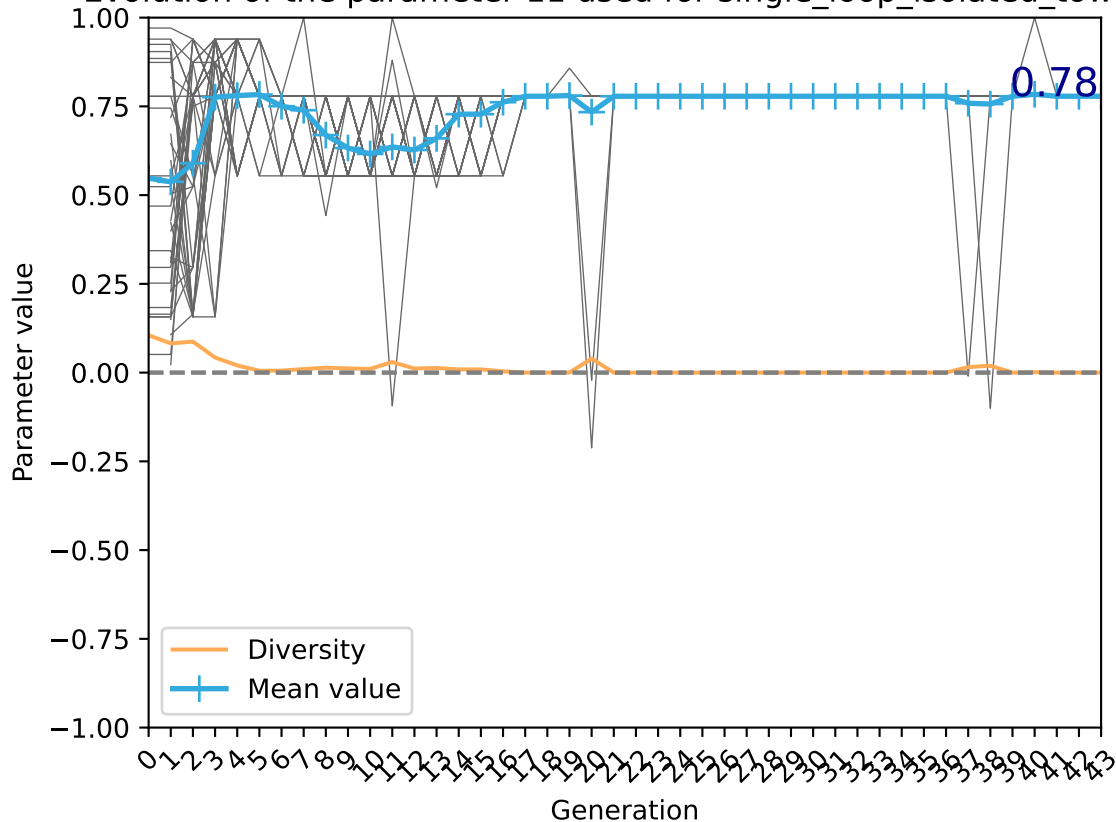Evolution of the parameter 8 used for enemy_single_loop_tower3

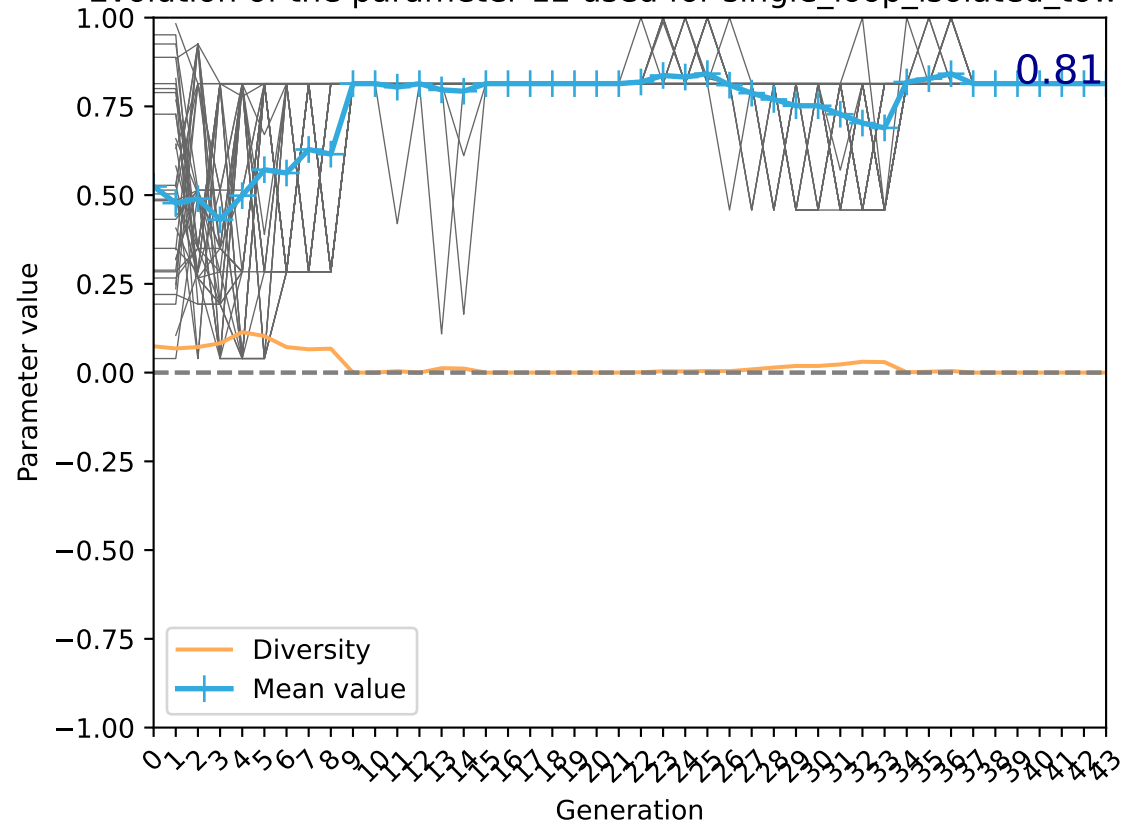Evolution of the parameter 9 used for enemy_single_loop_tower2

Legend:
- Diversity
- Mean value

Evolution of the parameter 10 used for single_loop_isolated_tower4

Evolution of the parameter 11 used for single_loop_isolated_tower3
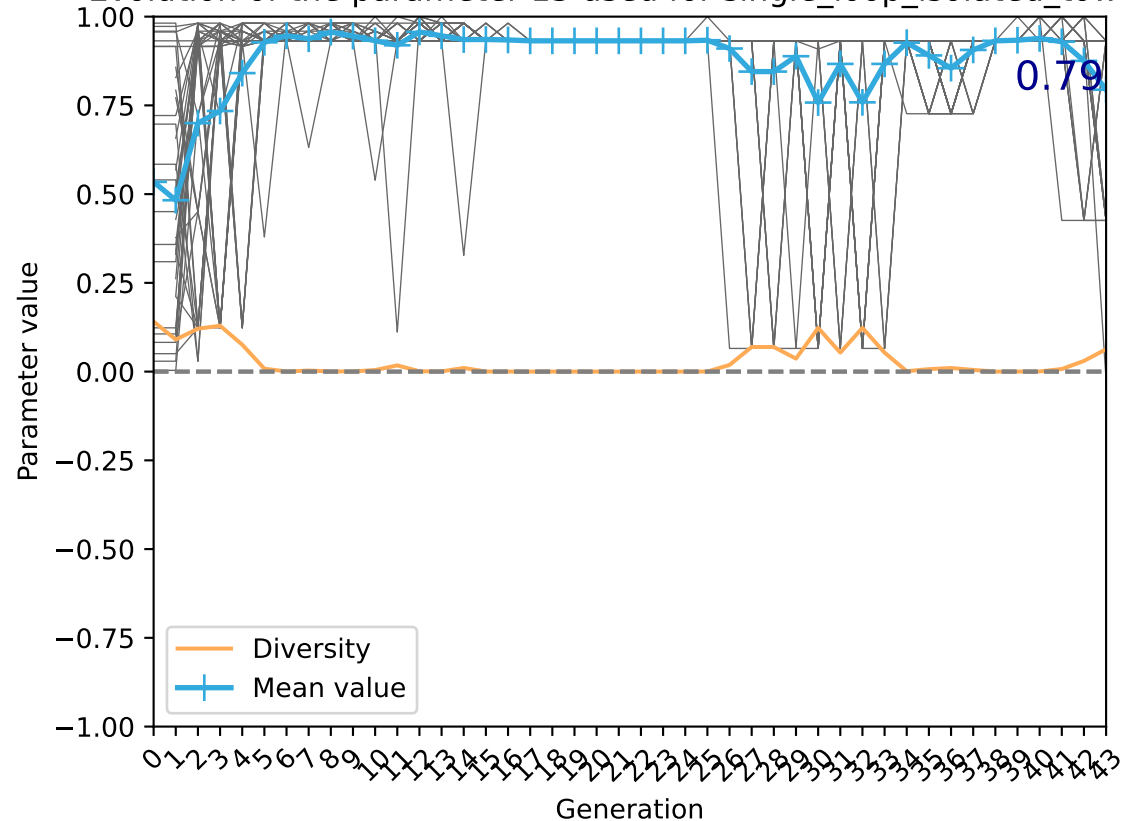
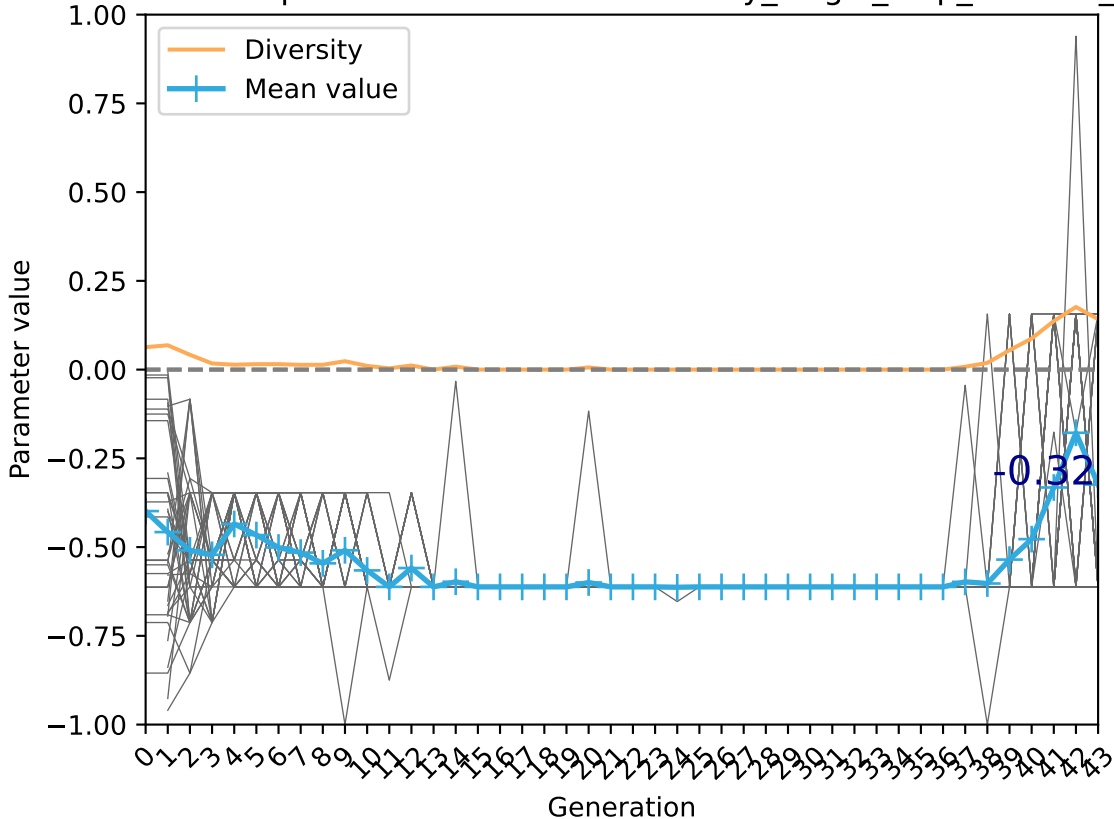0.78

- Diversity
- Mean value

Evolution of the parameter 12 used for single_loop_isolated_tower2
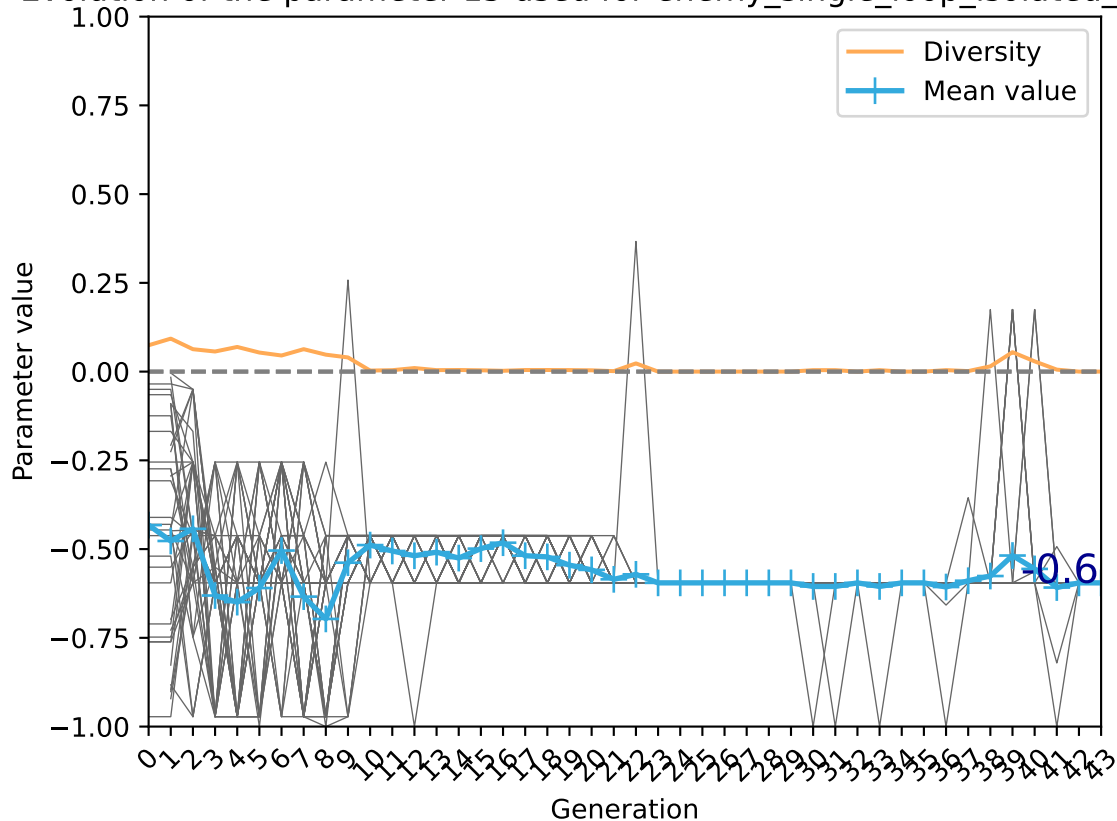
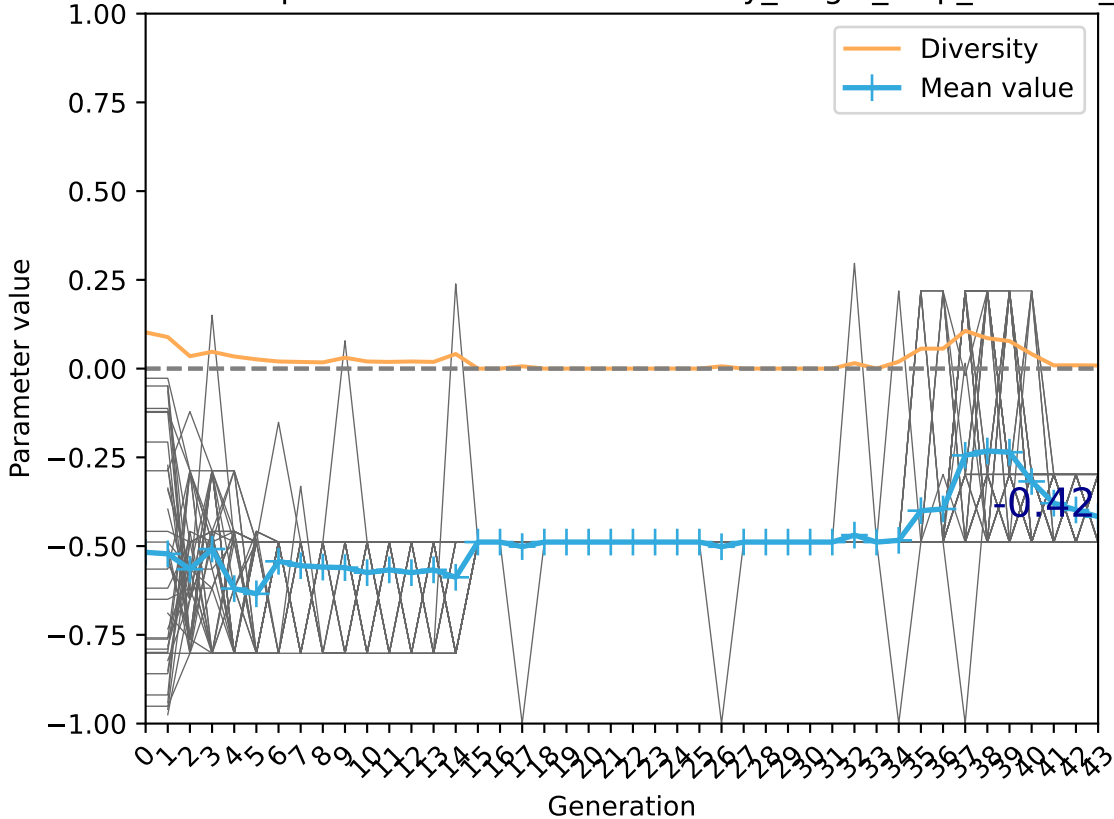Evolution of the parameter 13 used for single_loop_isolated_tower1

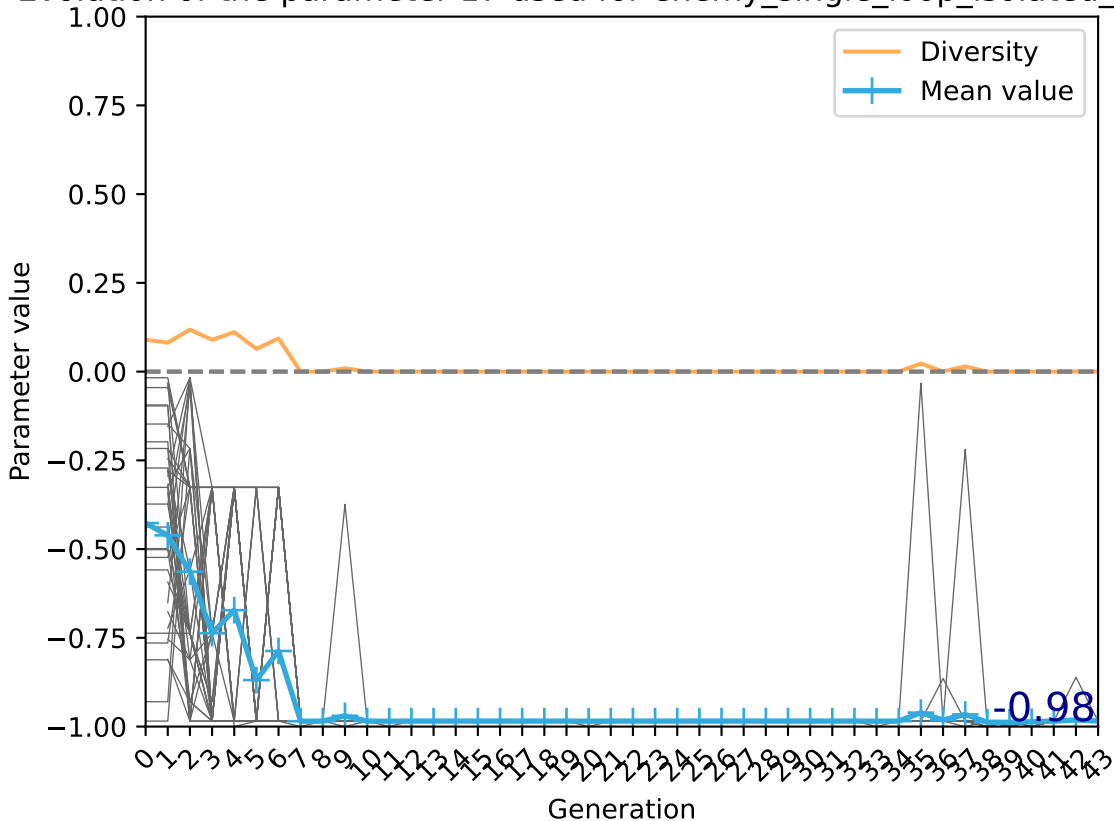Evolution of the parameter 14 used for enemy_single_loop_isolated_tower4

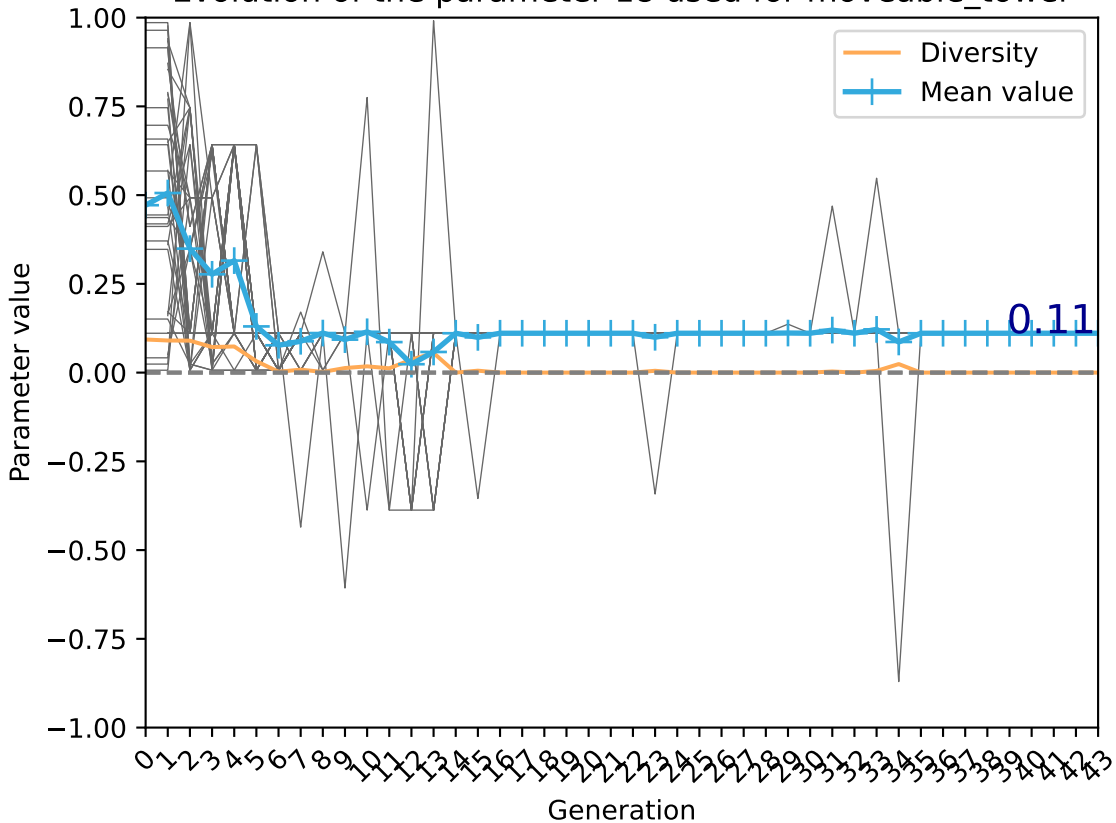Evolution of the parameter 15 used for enemy_single_loop_isolated_tower3

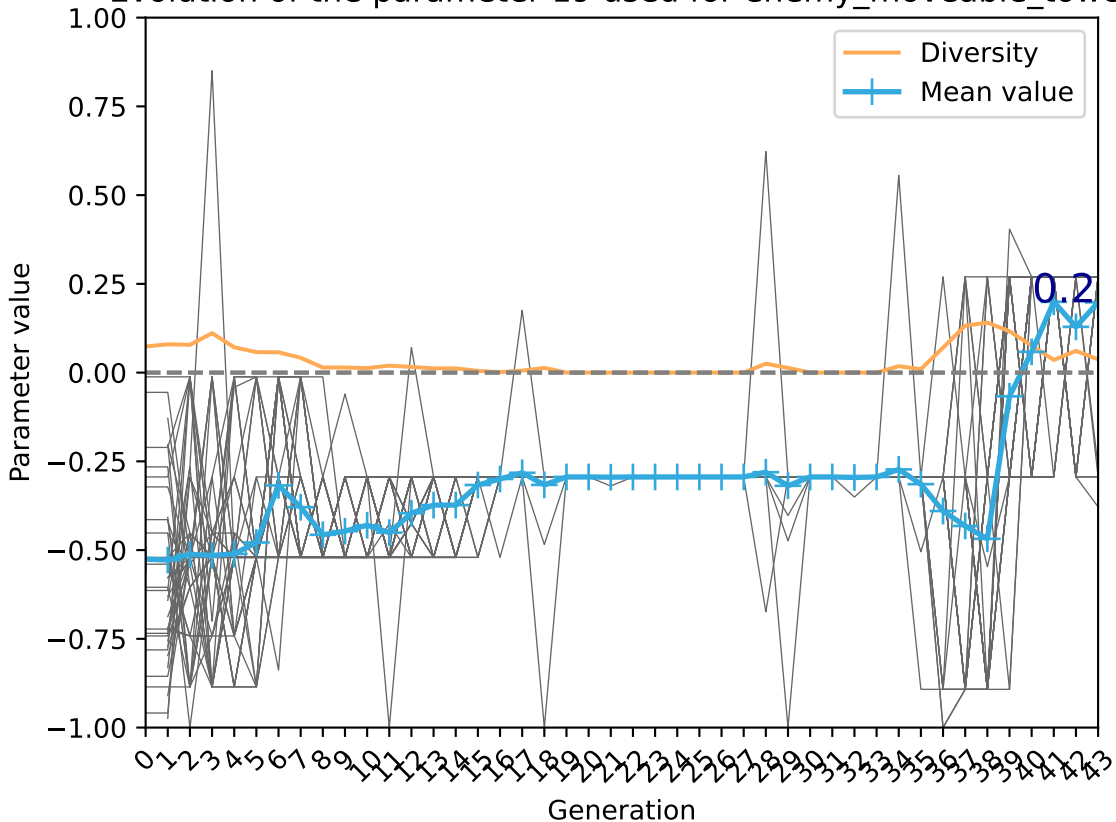Evolution of the parameter 16 used for enemy_single_loop_isolated_tower2

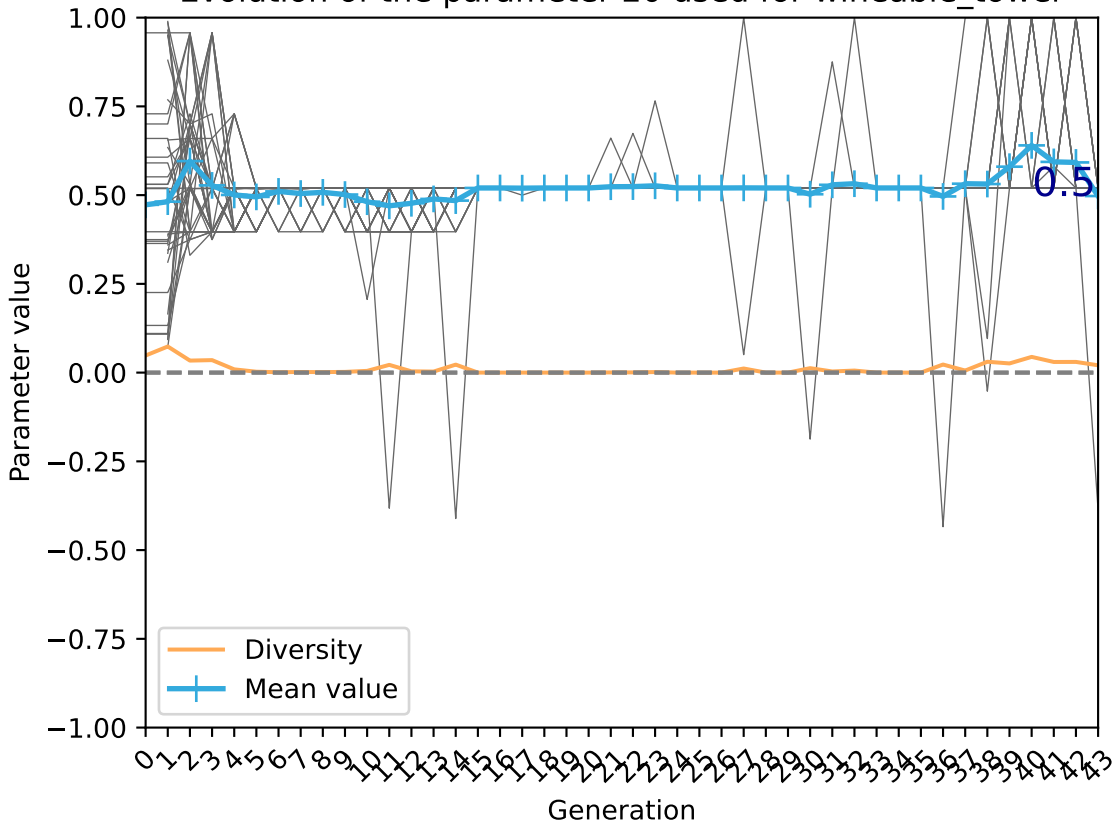Evolution of the parameter 17 used for enemy_single_loop_isolated_tower1

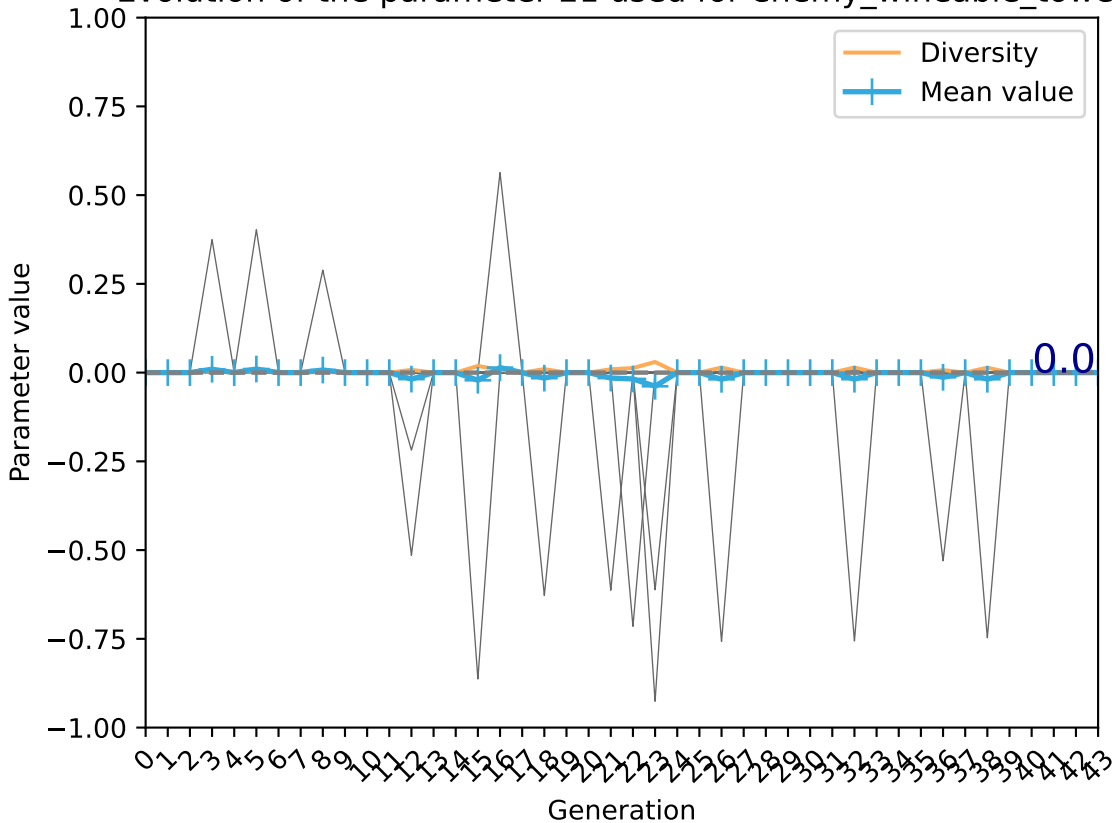Evolution of the parameter 18 used for moveable_tower

Evolution of the parameter 19 used for enemy_moveable_tower

Evolution of the parameter 20 used for wineable_tower

Legend:
- Diversity
- Mean value

0.5

Evolution of the parameter 21 used for enemy_wineable_tower

Evolution of the parameter 22 used for score