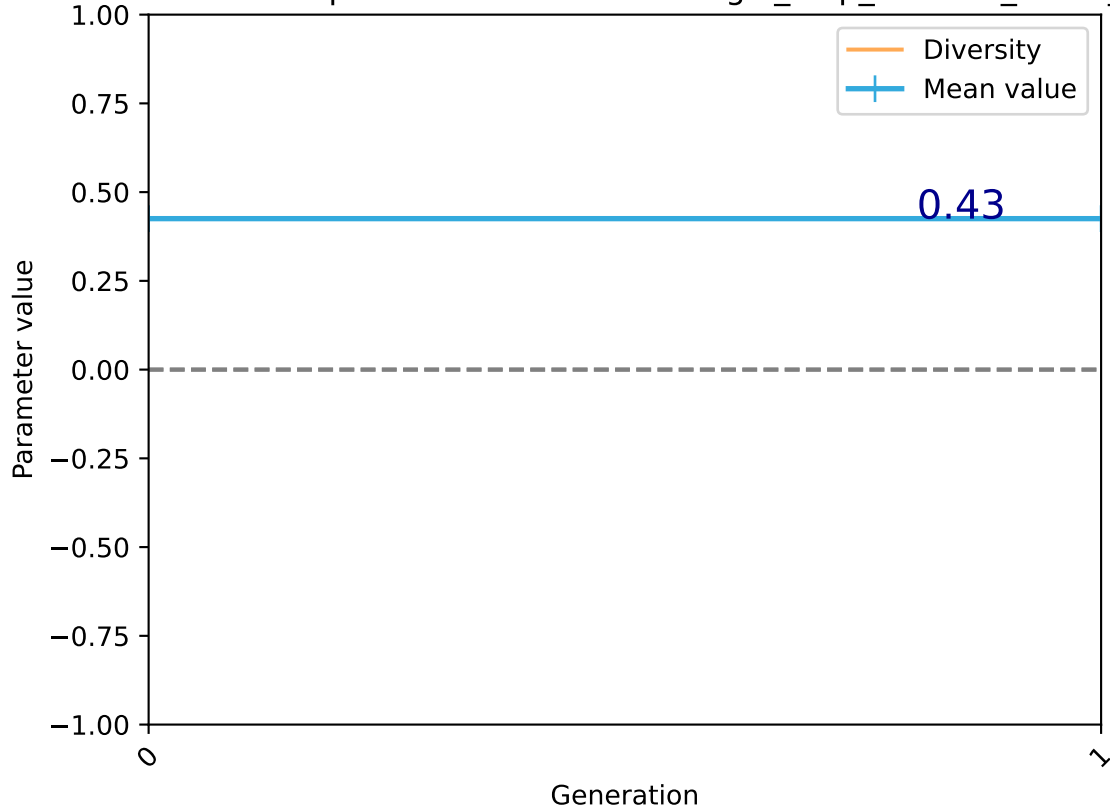
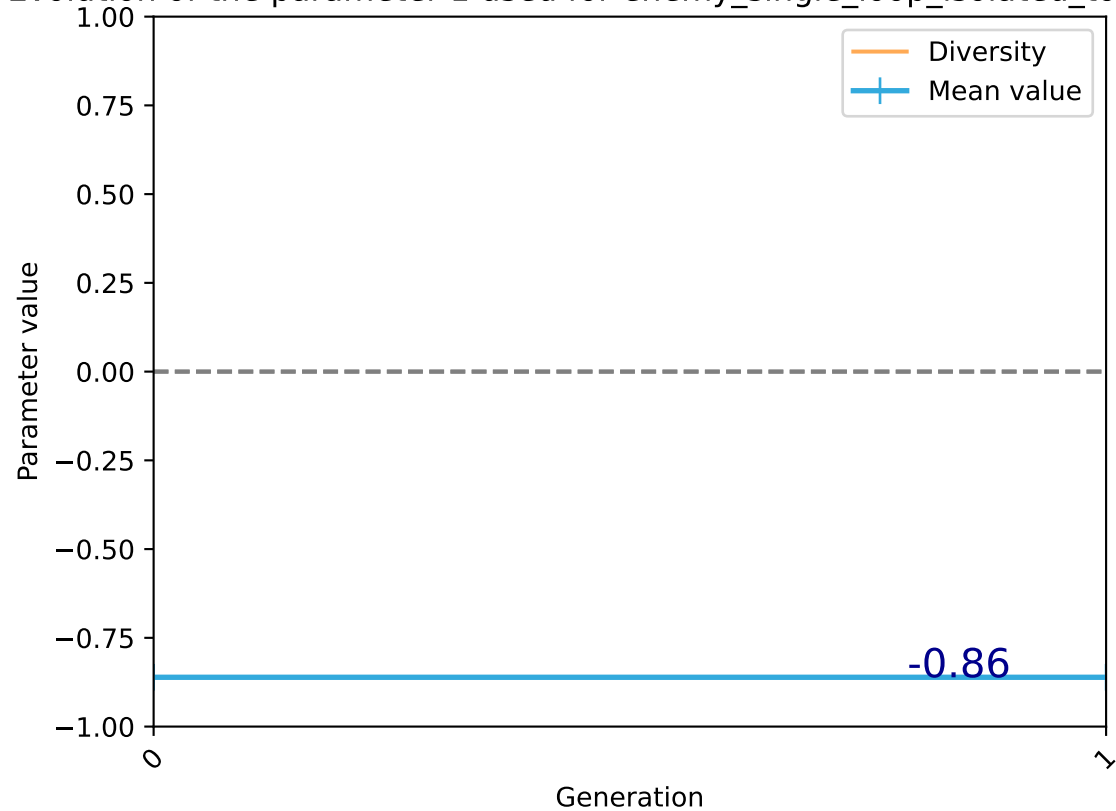


DoubleHeuristic

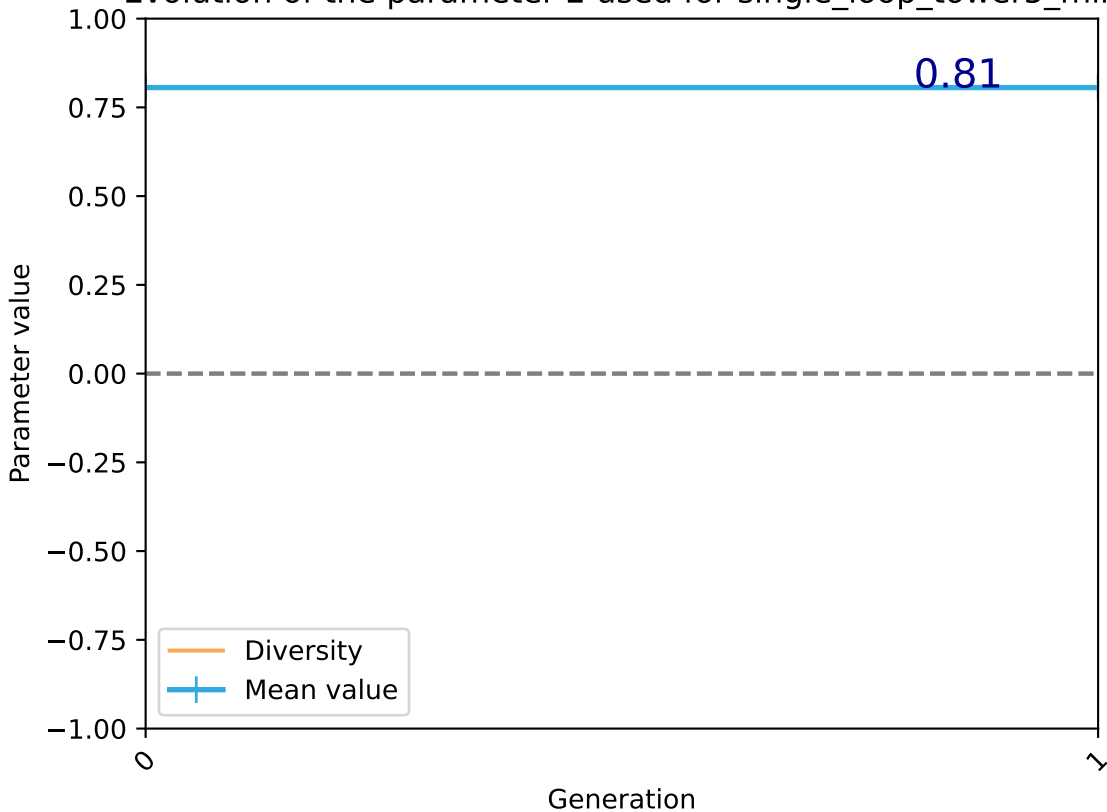
Evolution of the parameter 0 used for single_loop_isolated_tower_min



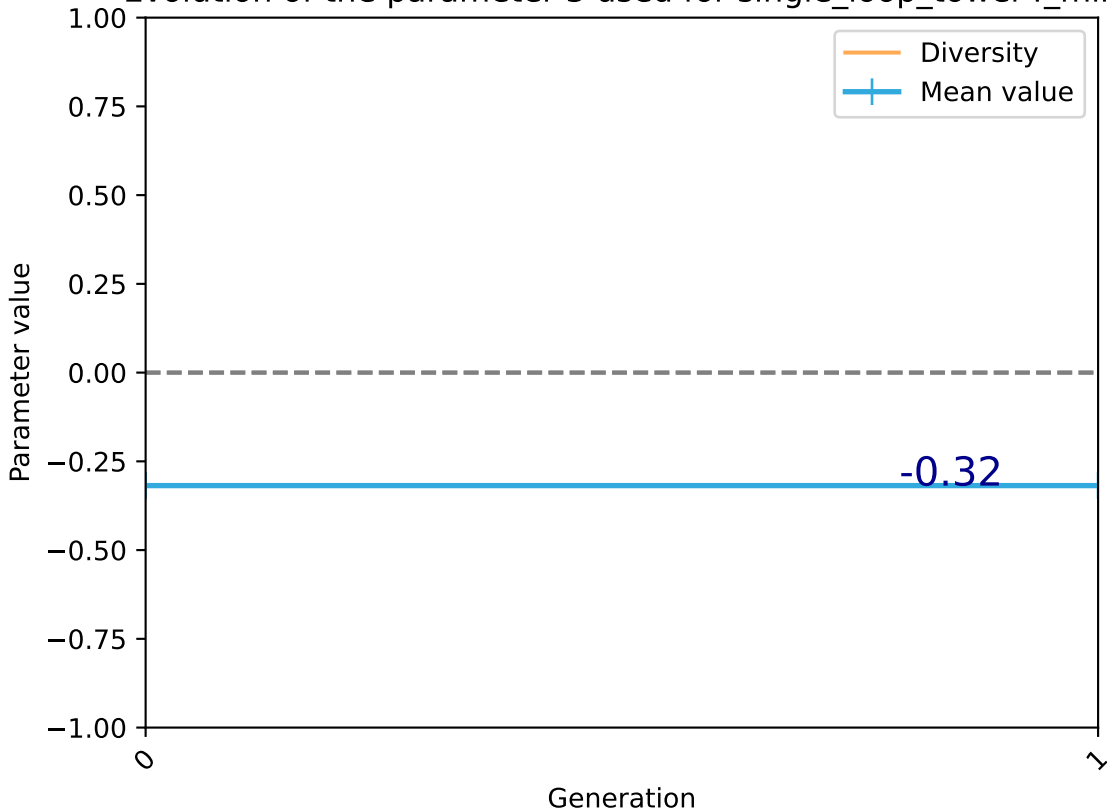
Evolution of the parameter 1 used for enemy_single_loop_isolated_tower_mi



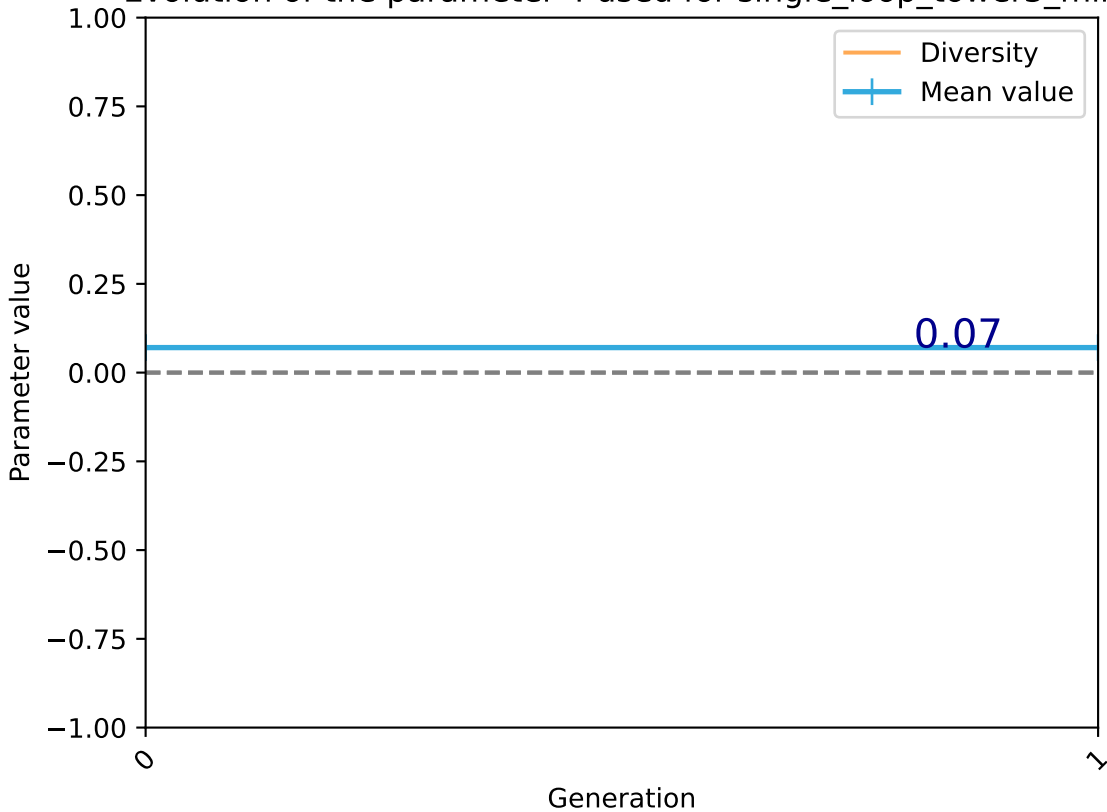
Evolution of the parameter 2 used for single_loop_tower5_min



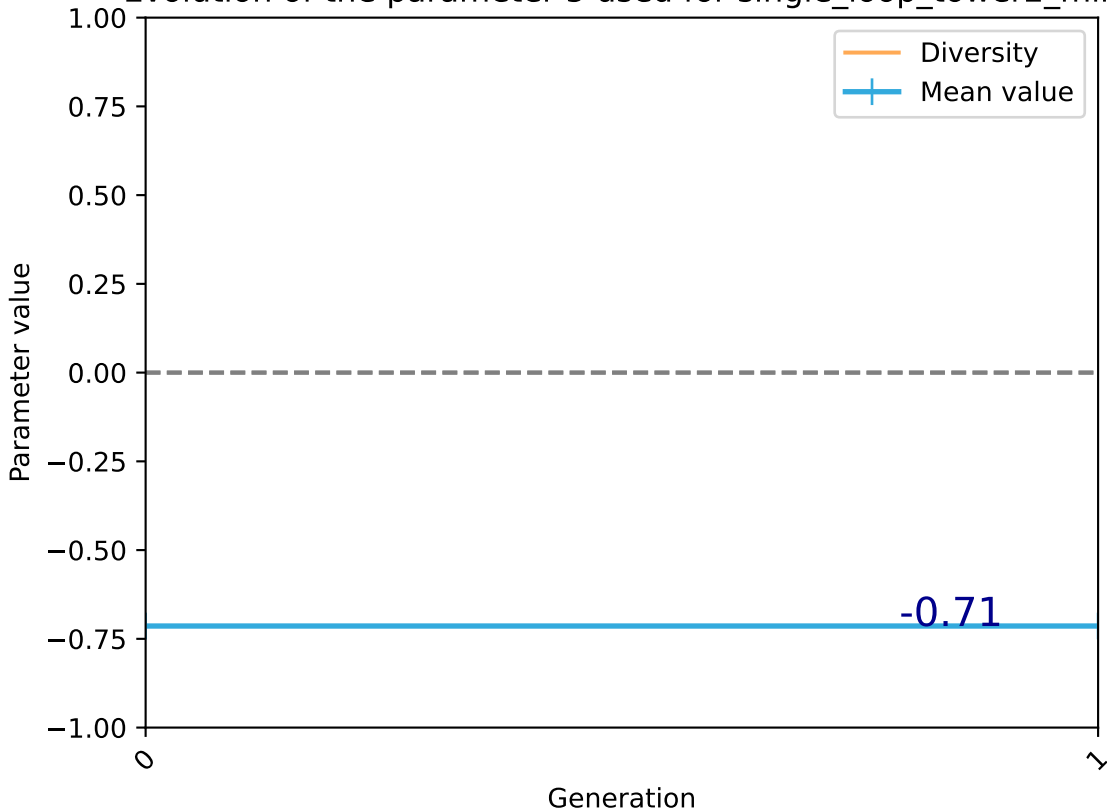
Evolution of the parameter 3 used for single_loop_tower4_min



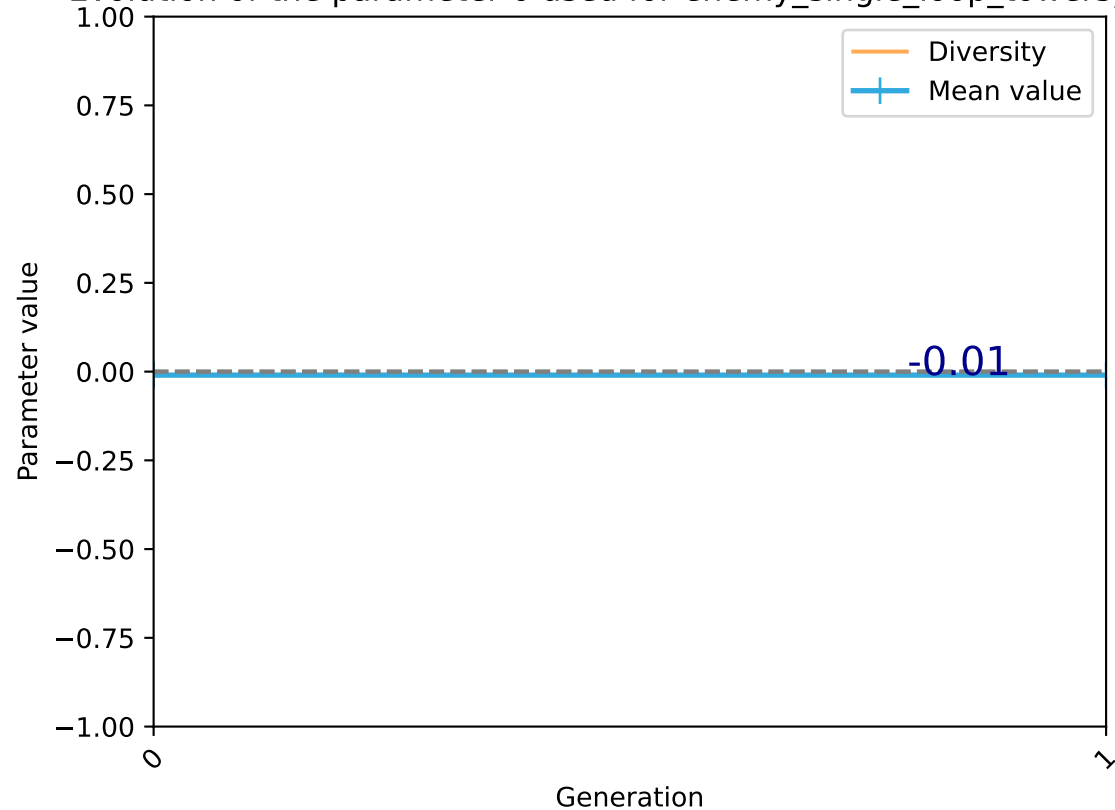
Evolution of the parameter 4 used for single_loop_tower3_min



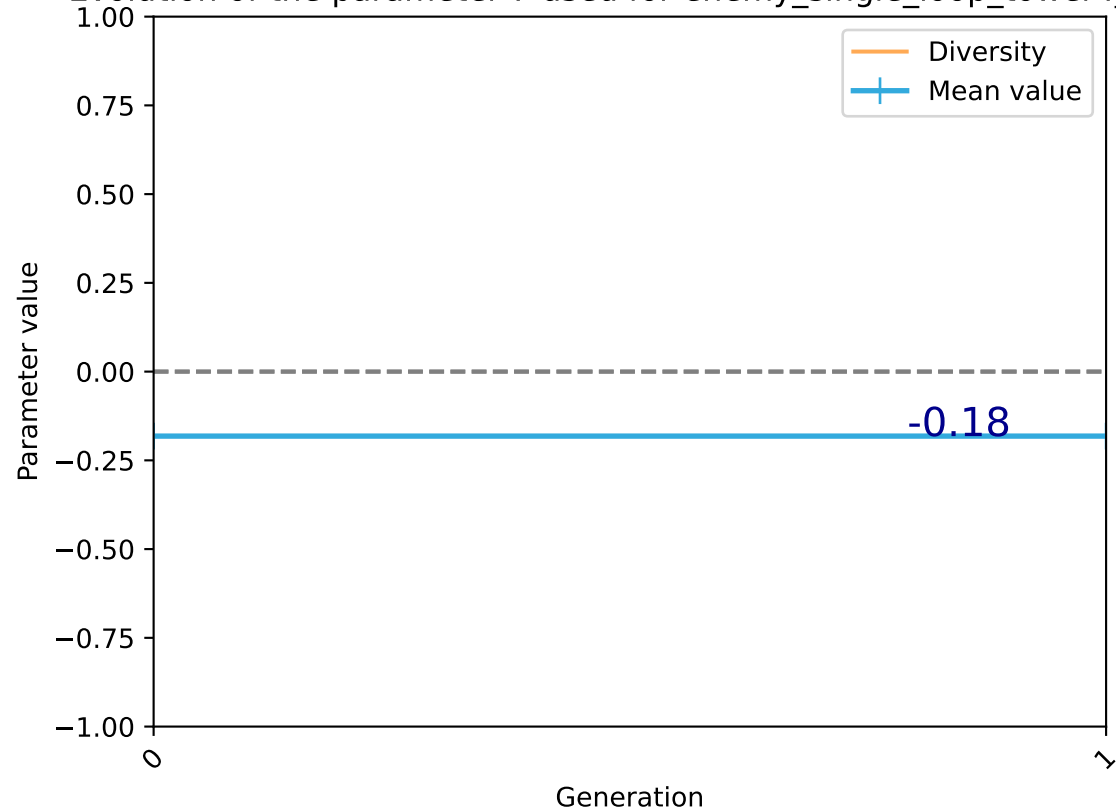
Evolution of the parameter 5 used for single_loop_tower2_min



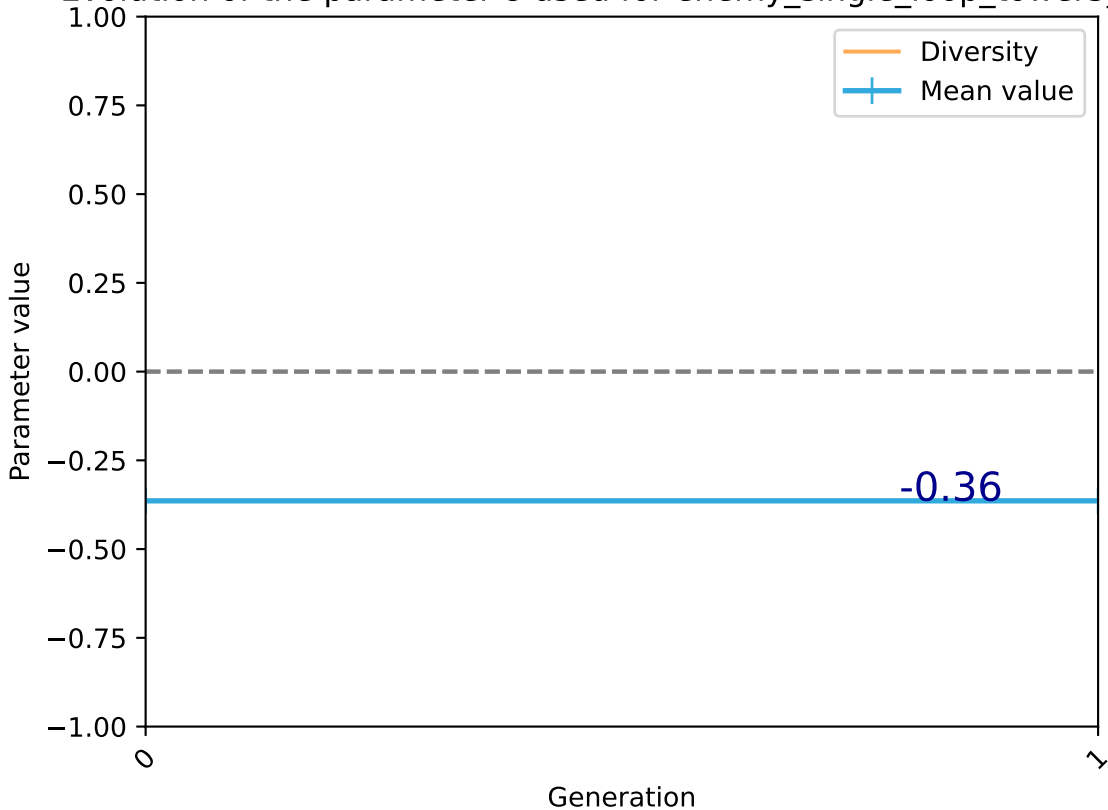
Evolution of the parameter 6 used for enemy_single_loop_tower5_min



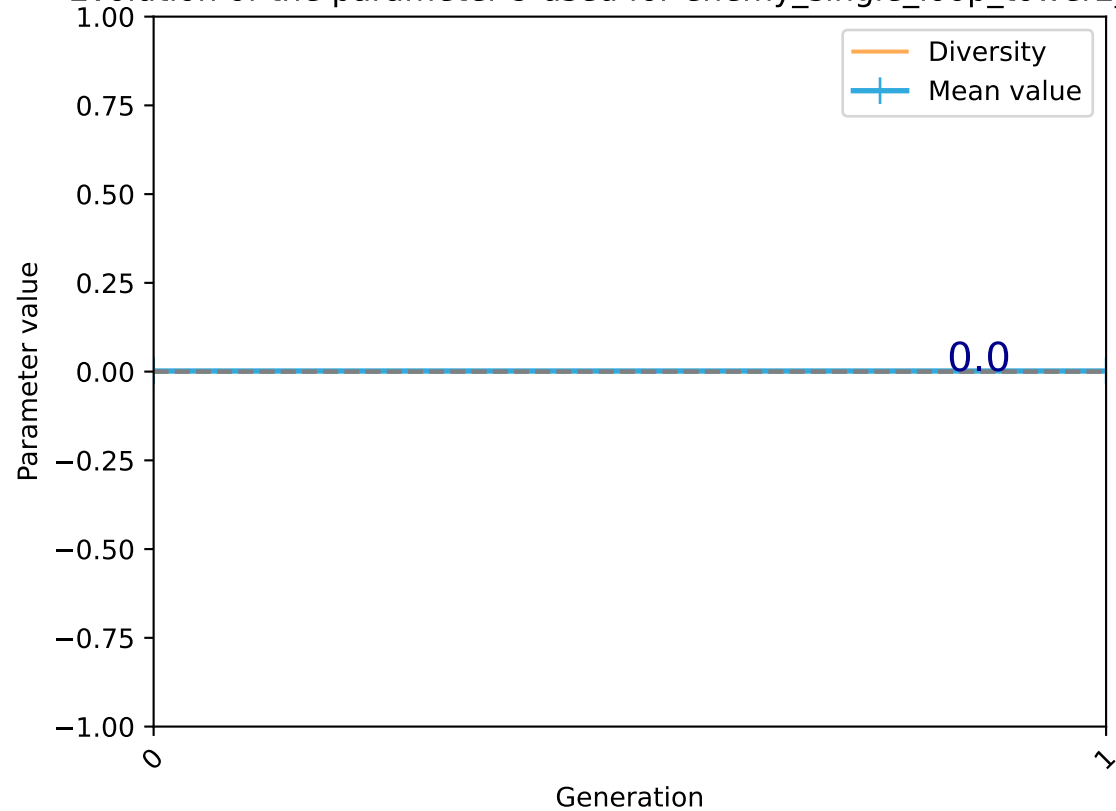
Evolution of the parameter 7 used for enemy_single_loop_tower4_min



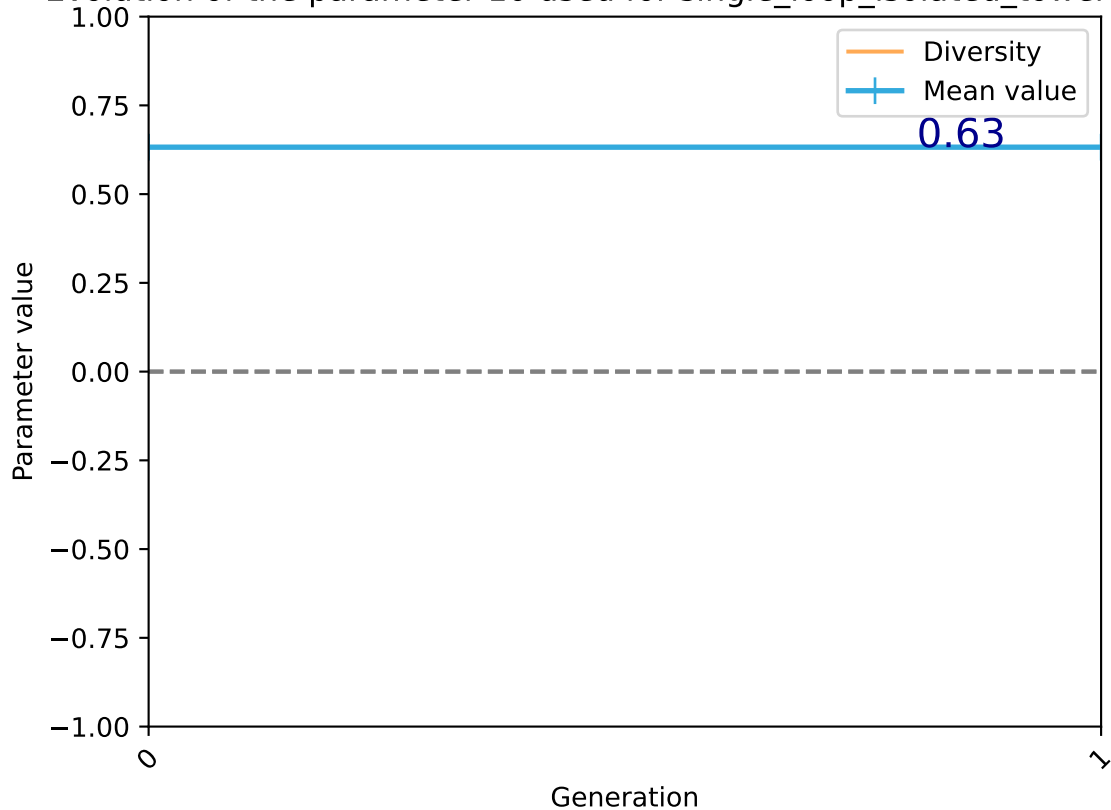
Evolution of the parameter 8 used for enemy_single_loop_tower3_min



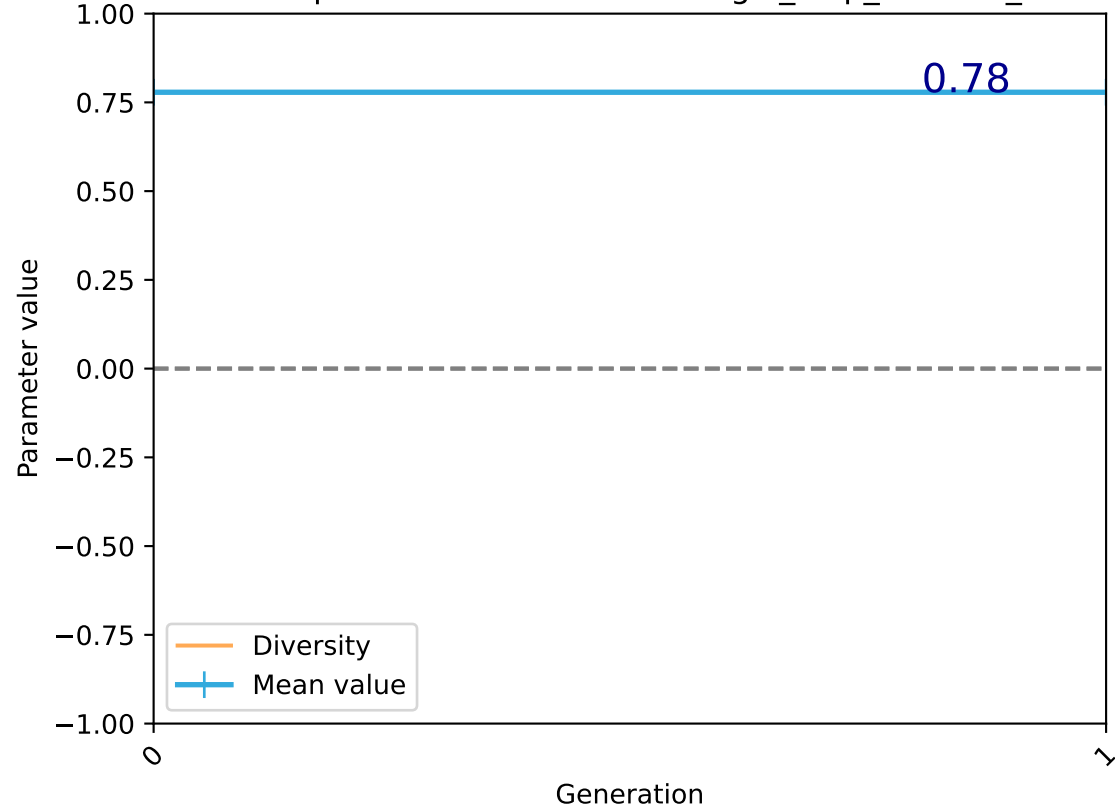
Evolution of the parameter 9 used for enemy_single_loop_tower2_min



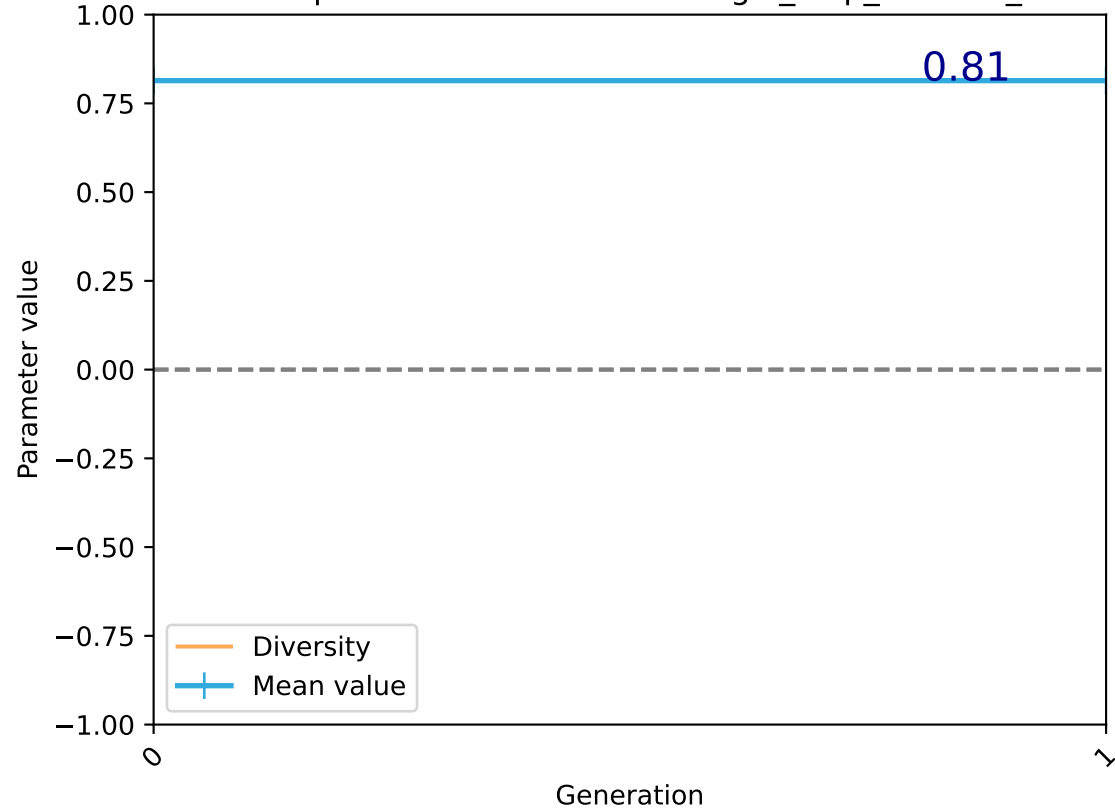
Evolution of the parameter 10 used for single_loop_isolated_tower4_min



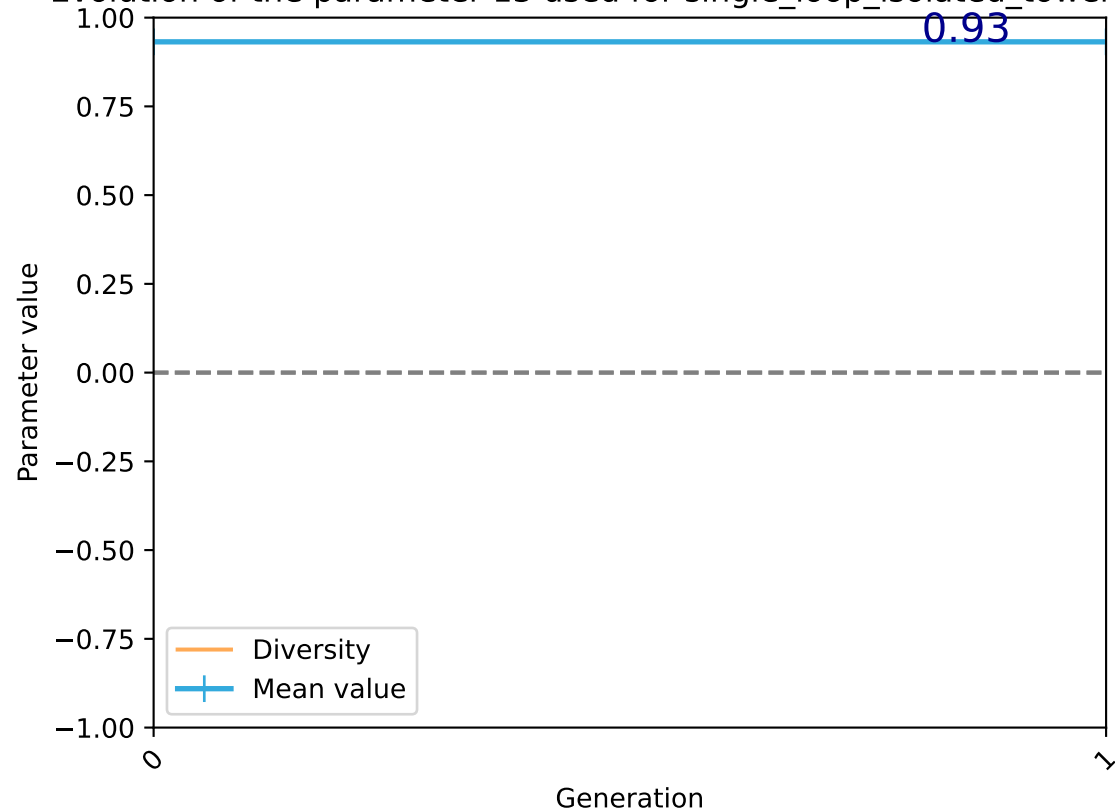
Evolution of the parameter 11 used for single_loop_isolated_tower3_min



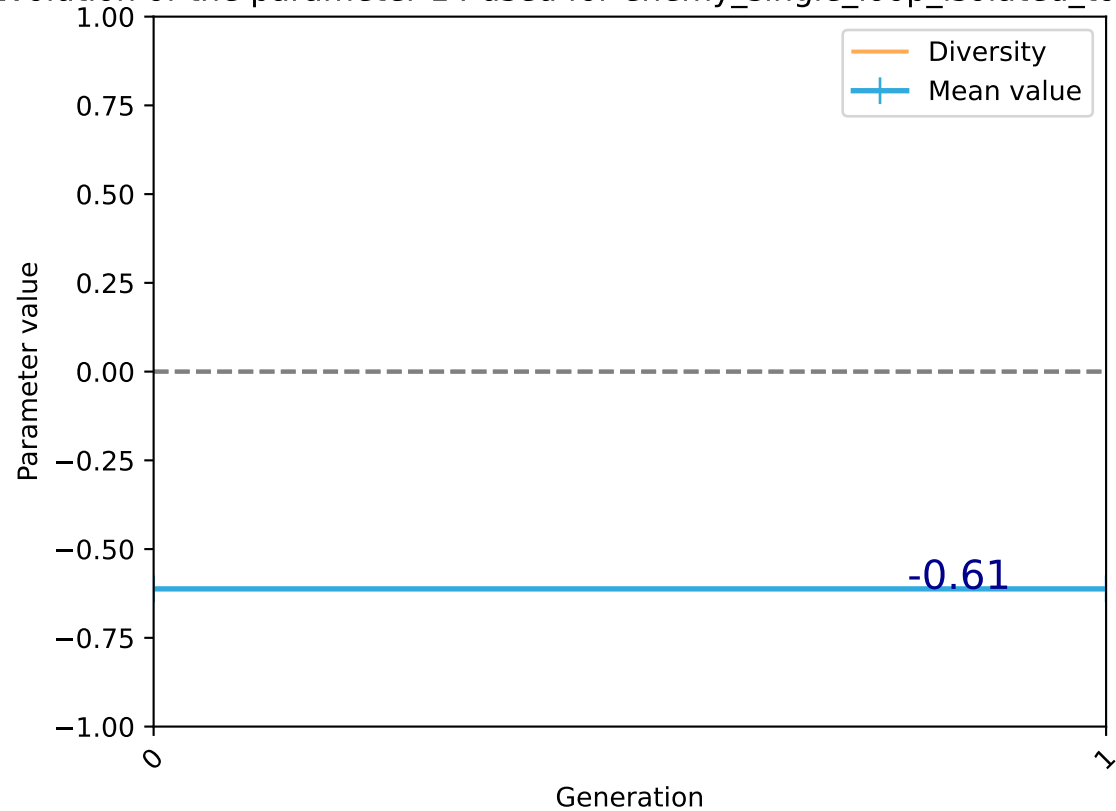
Evolution of the parameter 12 used for single_loop_isolated_tower2_min



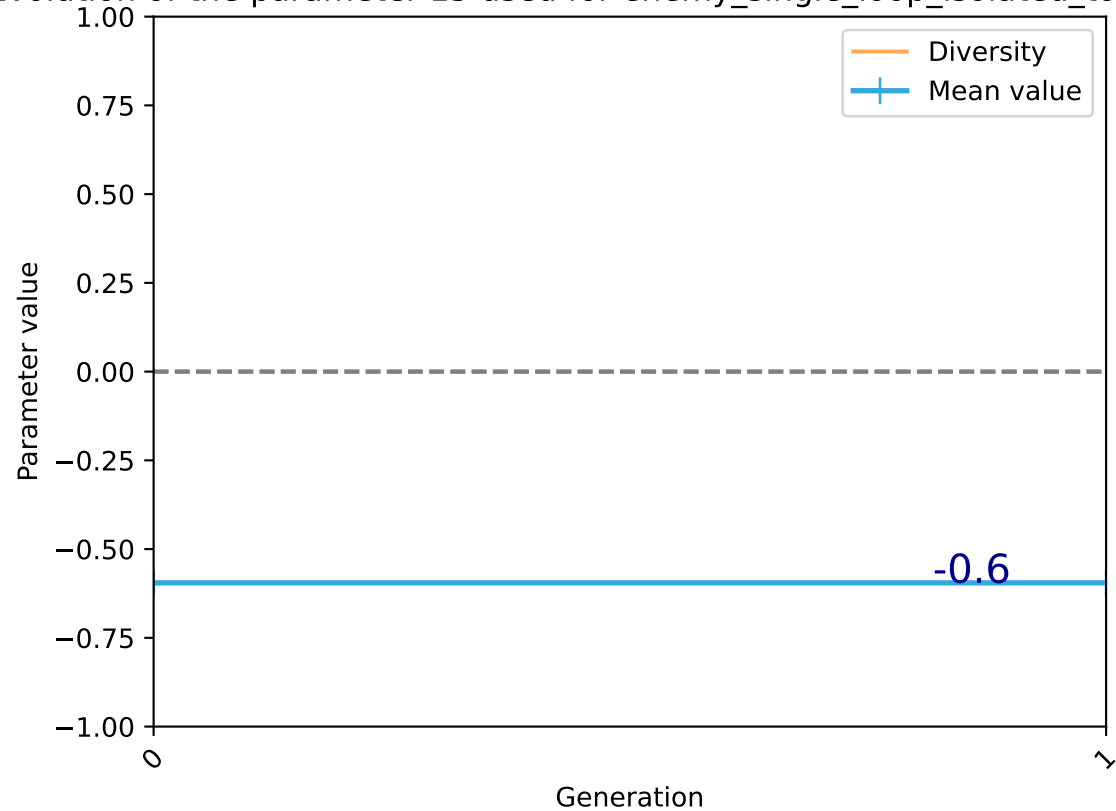
Evolution of the parameter 13 used for single_loop_isolated_tower1_min



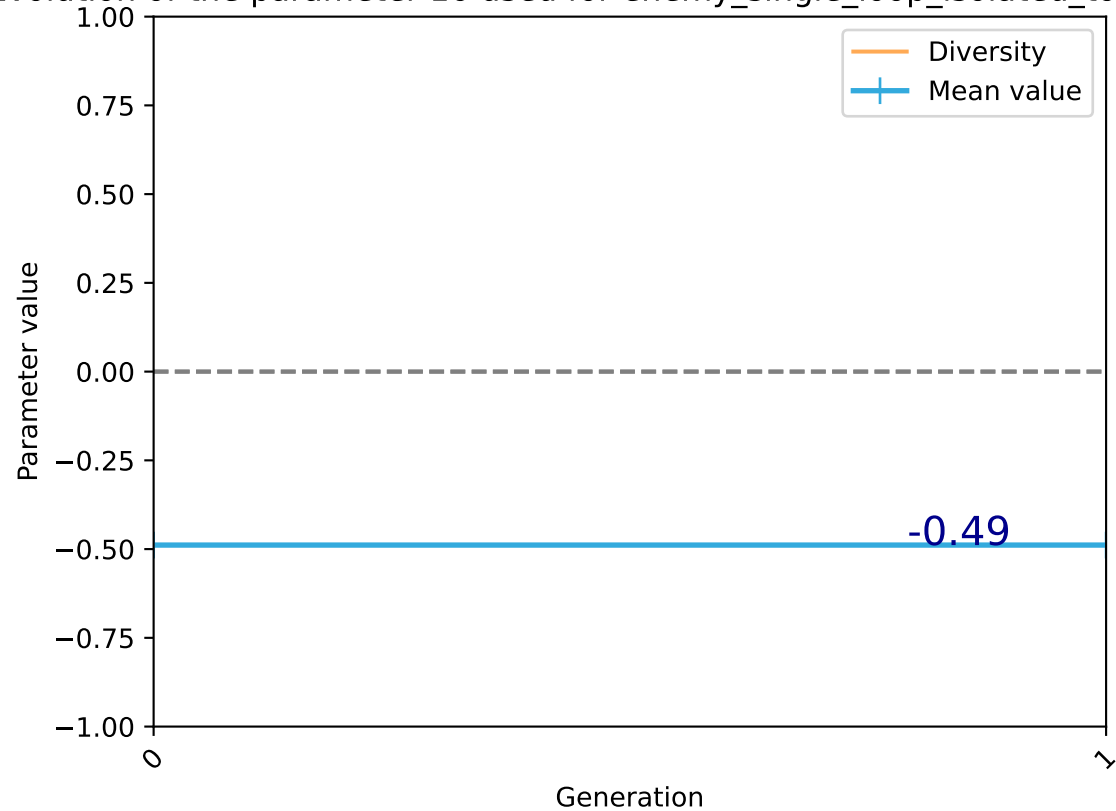
Evolution of the parameter 14 used for enemy_single_loop_isolated_tower4_n



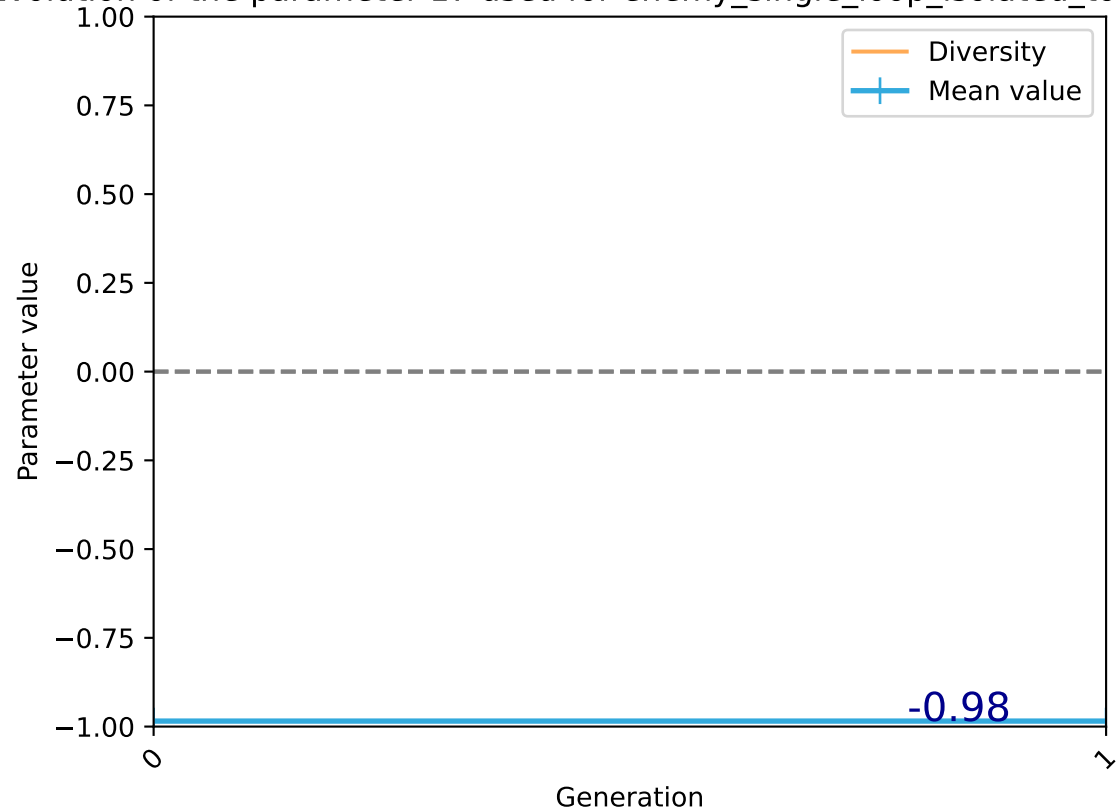
Evolution of the parameter 15 used for enemy_single_loop_isolated_tower3_n



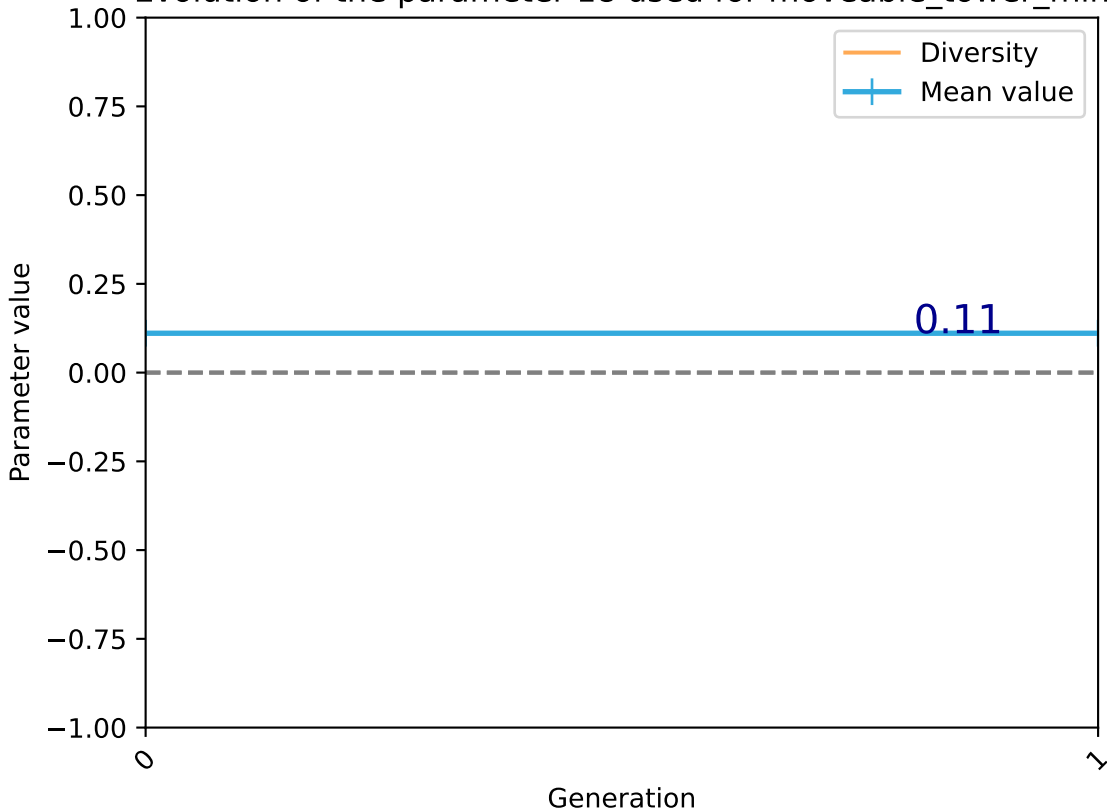
Evolution of the parameter 16 used for enemy_single_loop_isolated_tower2_n



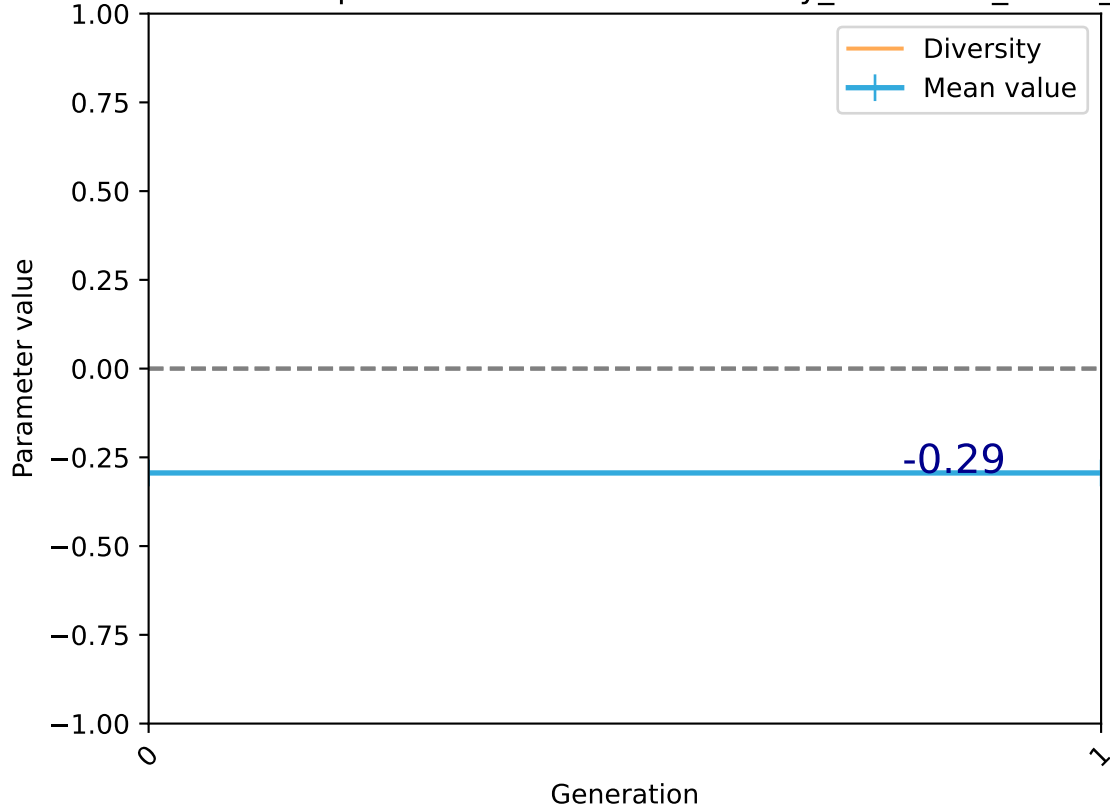
Evolution of the parameter 17 used for enemy_single_loop_isolated_tower1_n



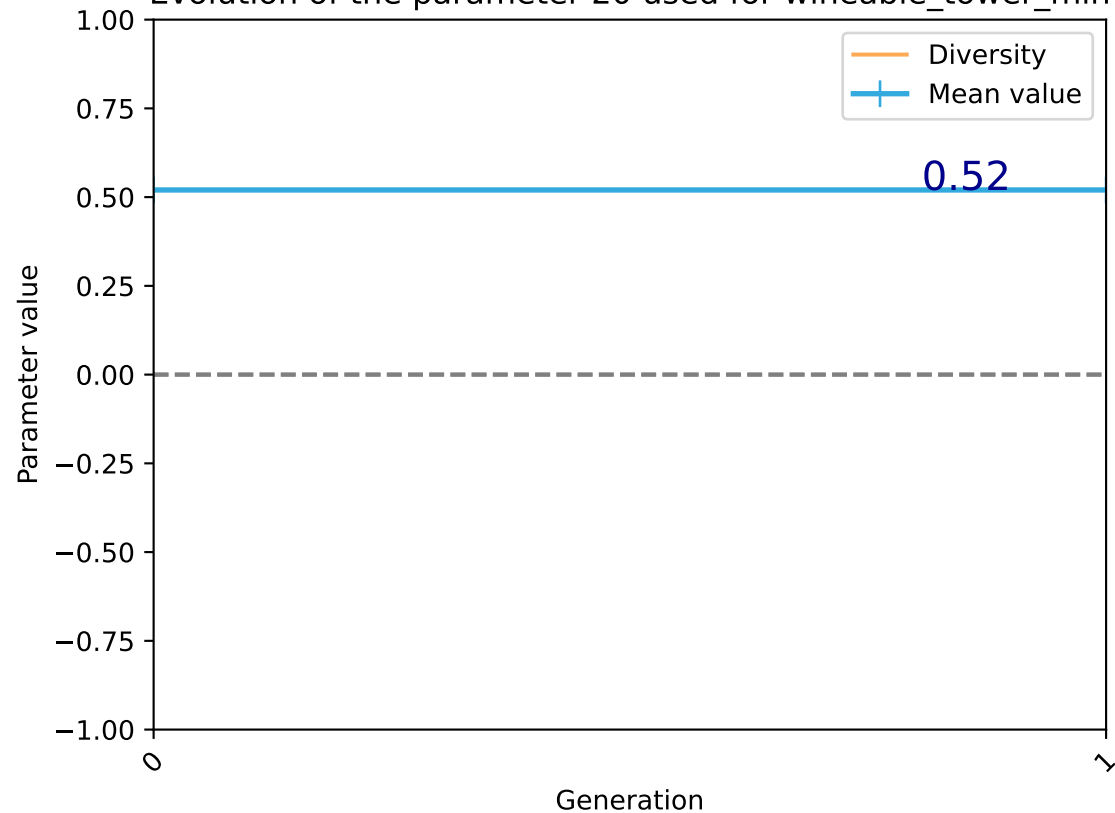
Evolution of the parameter 18 used for moveable_tower_min



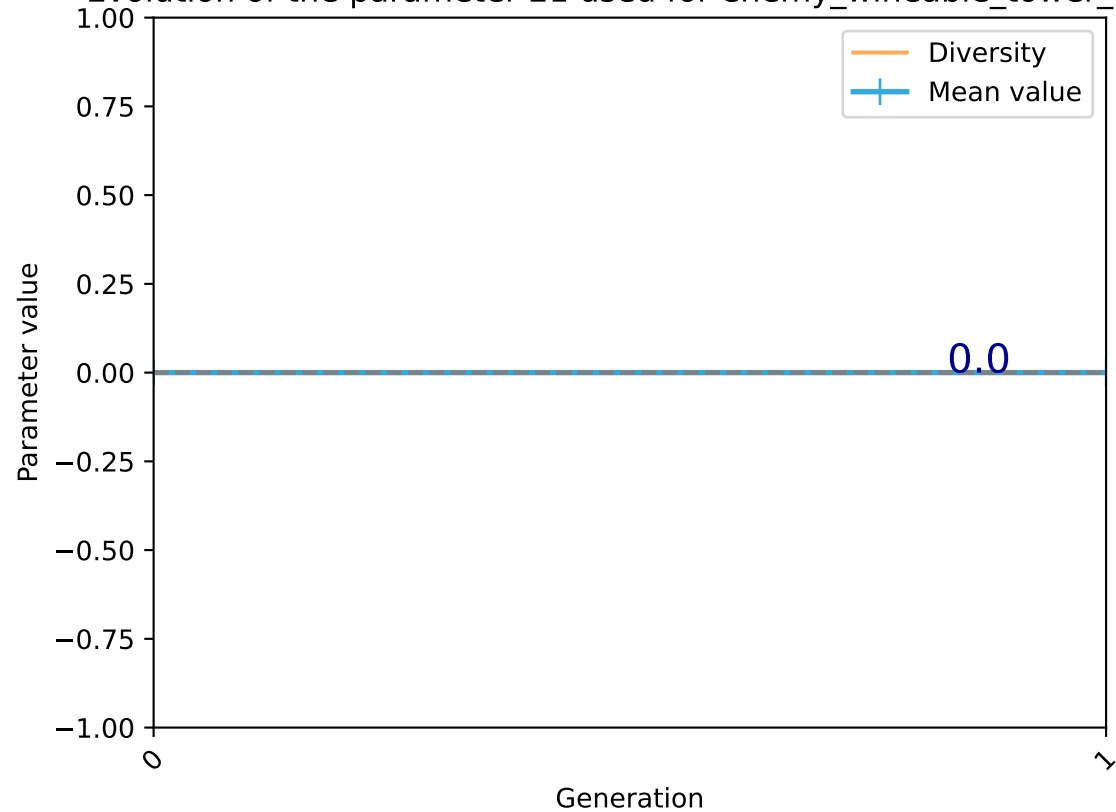
Evolution of the parameter 19 used for enemy_moveable_tower_min



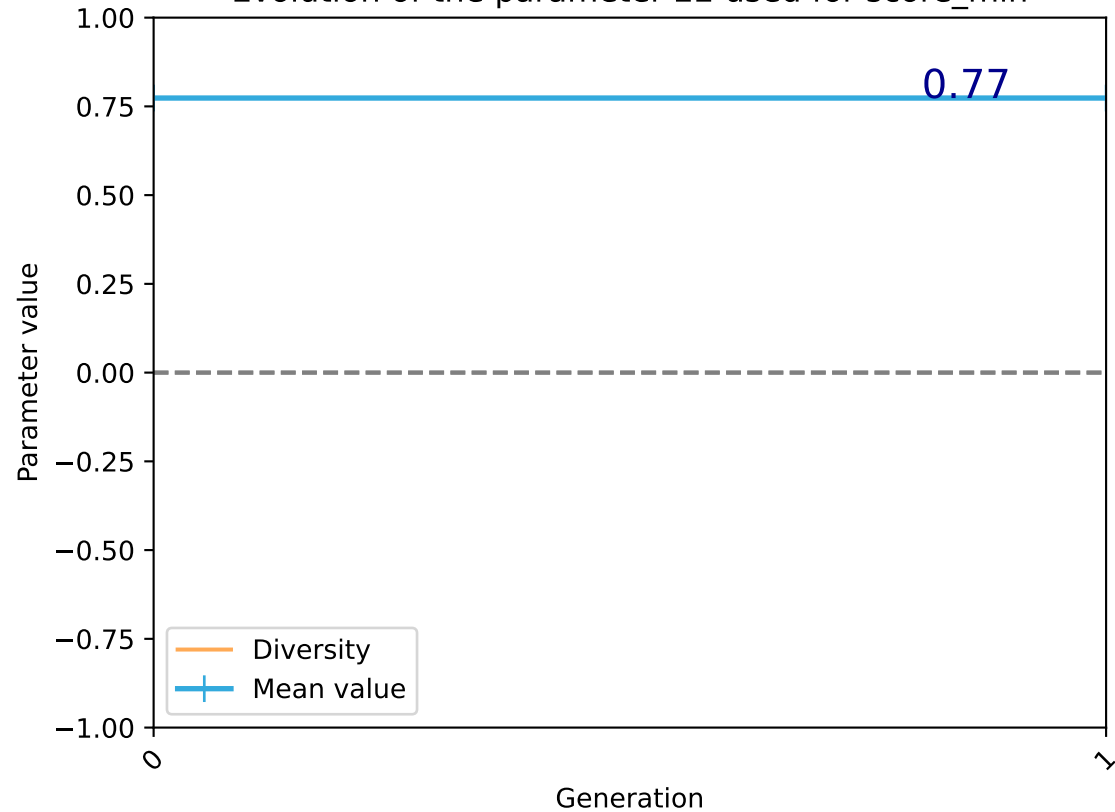
Evolution of the parameter 20 used for wineable_tower_min



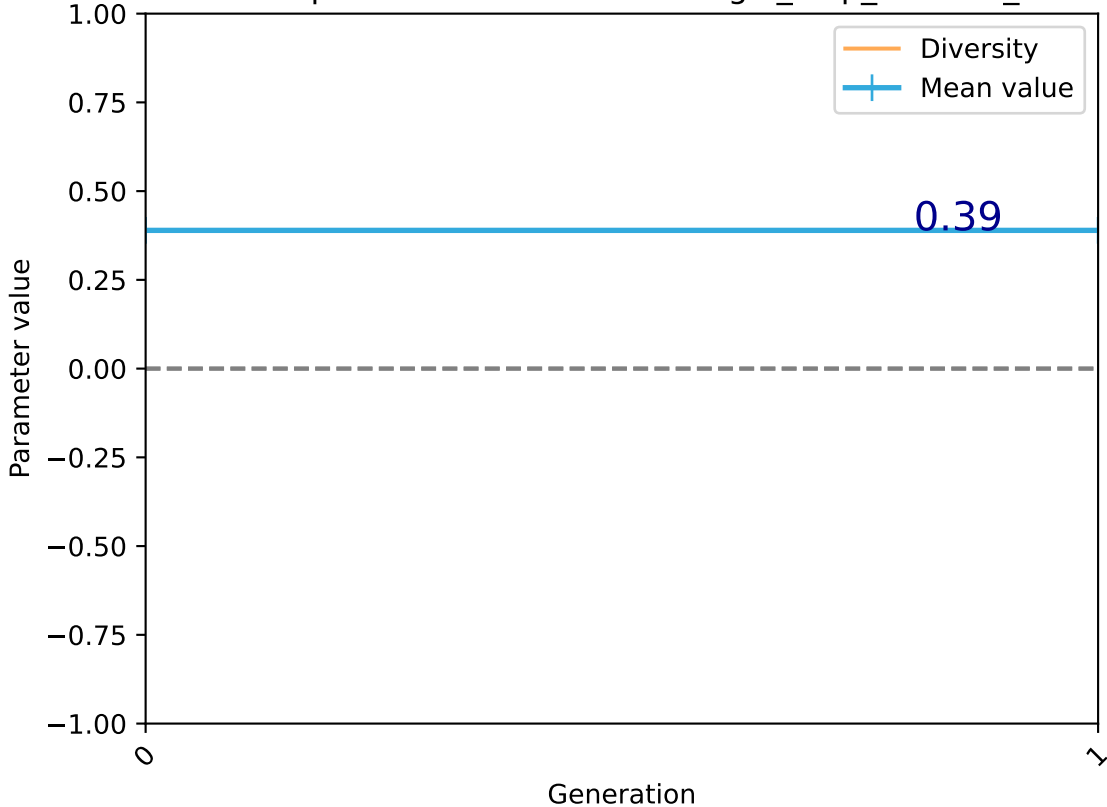
Evolution of the parameter 21 used for enemy_wineable_tower_min



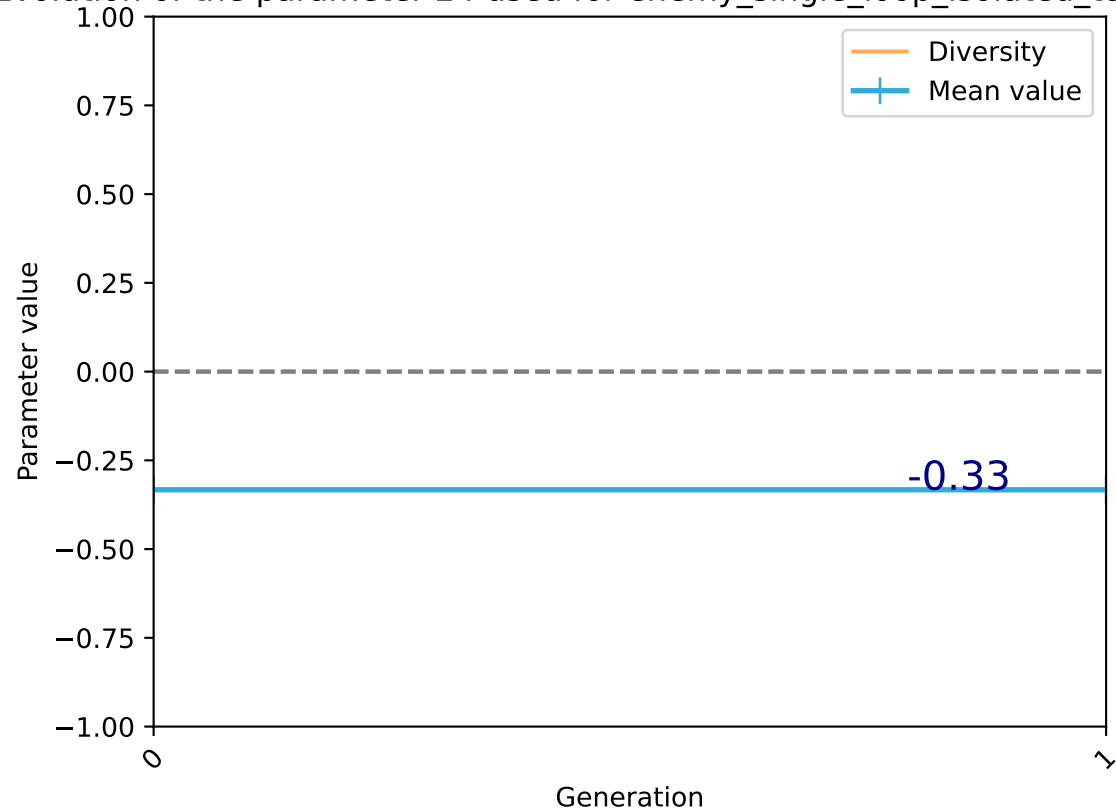
Evolution of the parameter 22 used for score_min



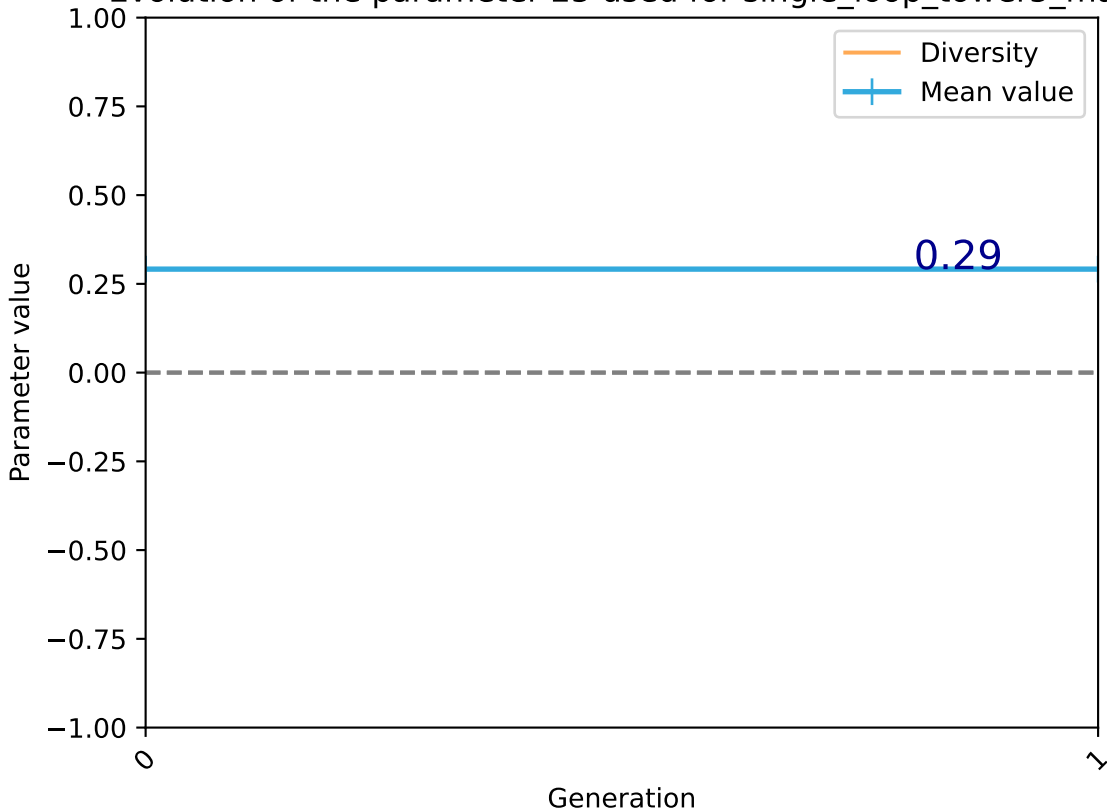
Evolution of the parameter 23 used for single_loop_isolated_tower_max



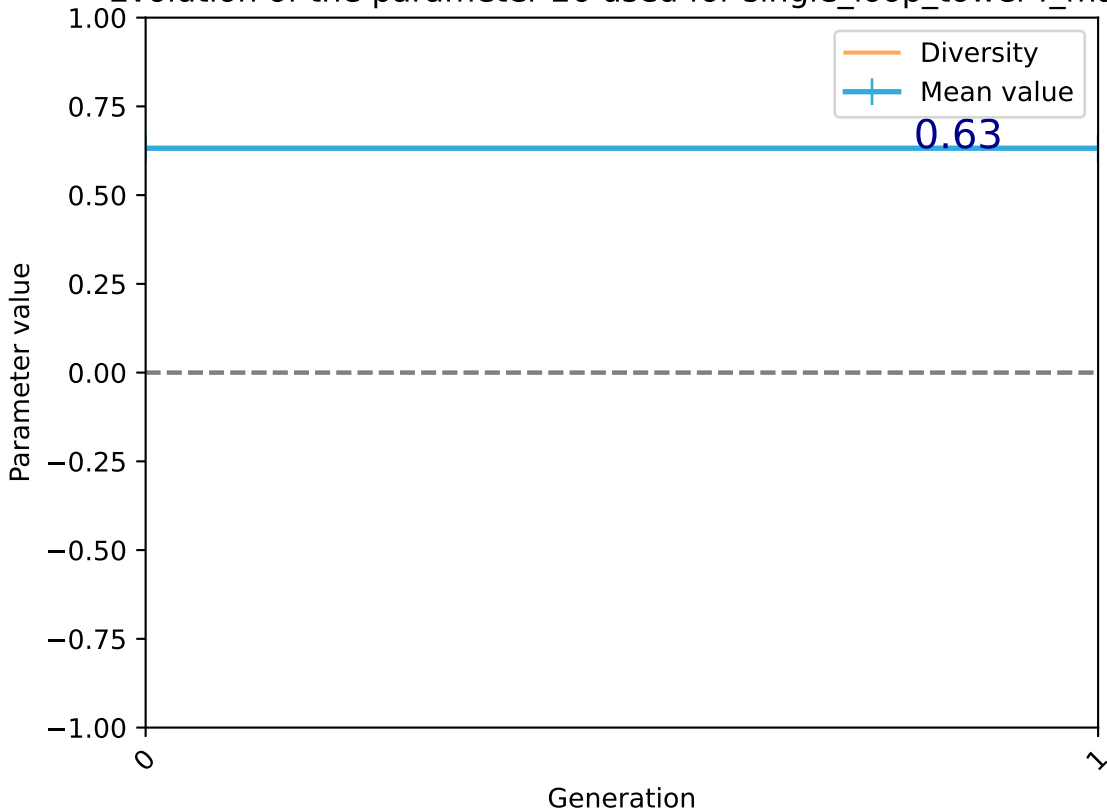
Evolution of the parameter 24 used for enemy_single_loop_isolated_tower_m



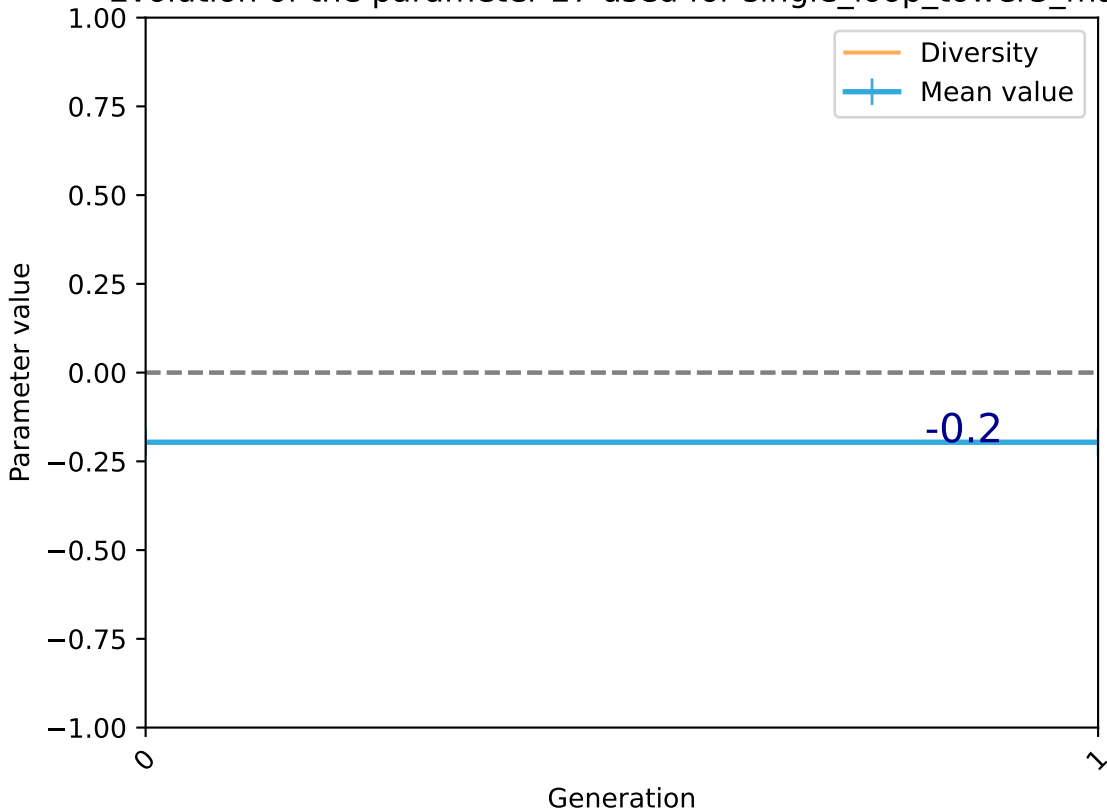
Evolution of the parameter 25 used for single_loop_tower5_max



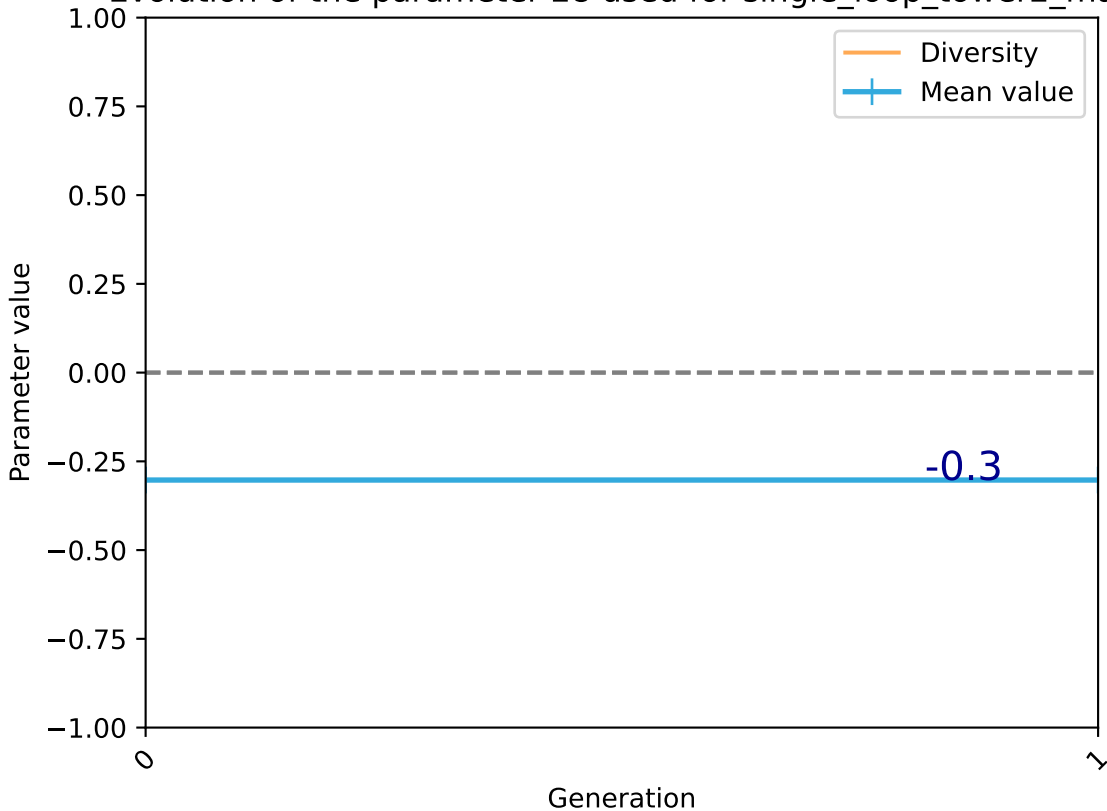
Evolution of the parameter 26 used for single_loop_tower4_max



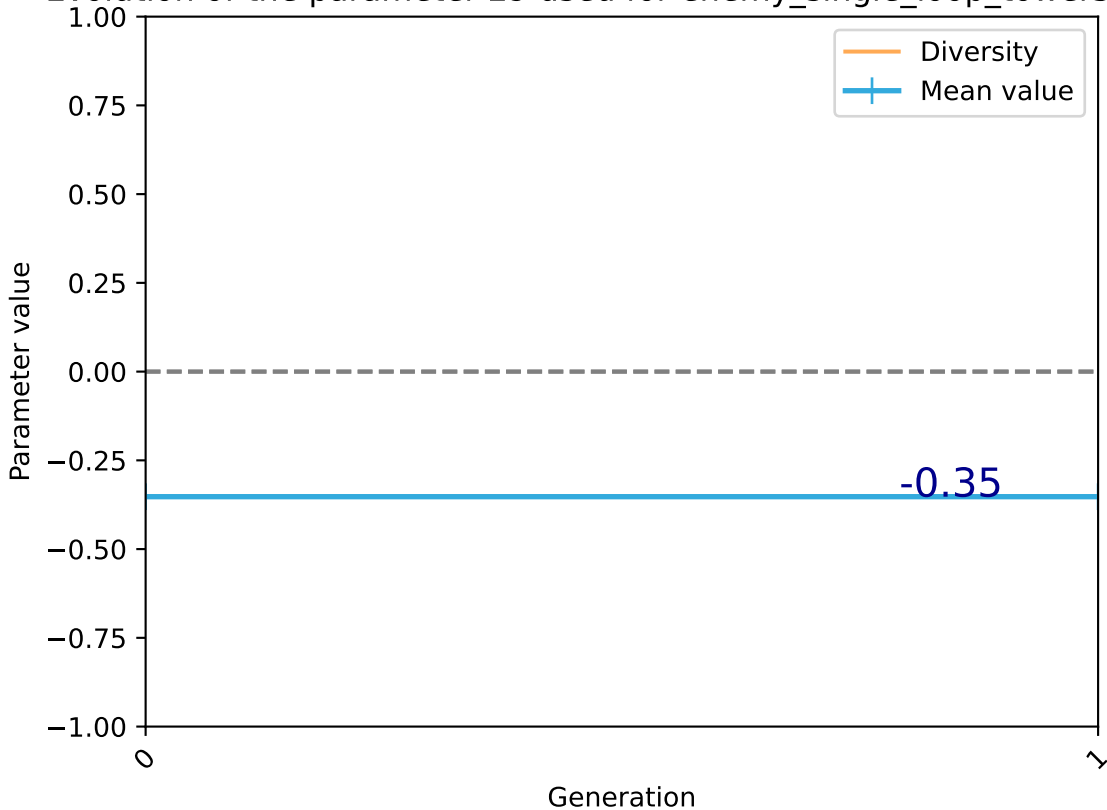
Evolution of the parameter 27 used for single_loop_tower3_max



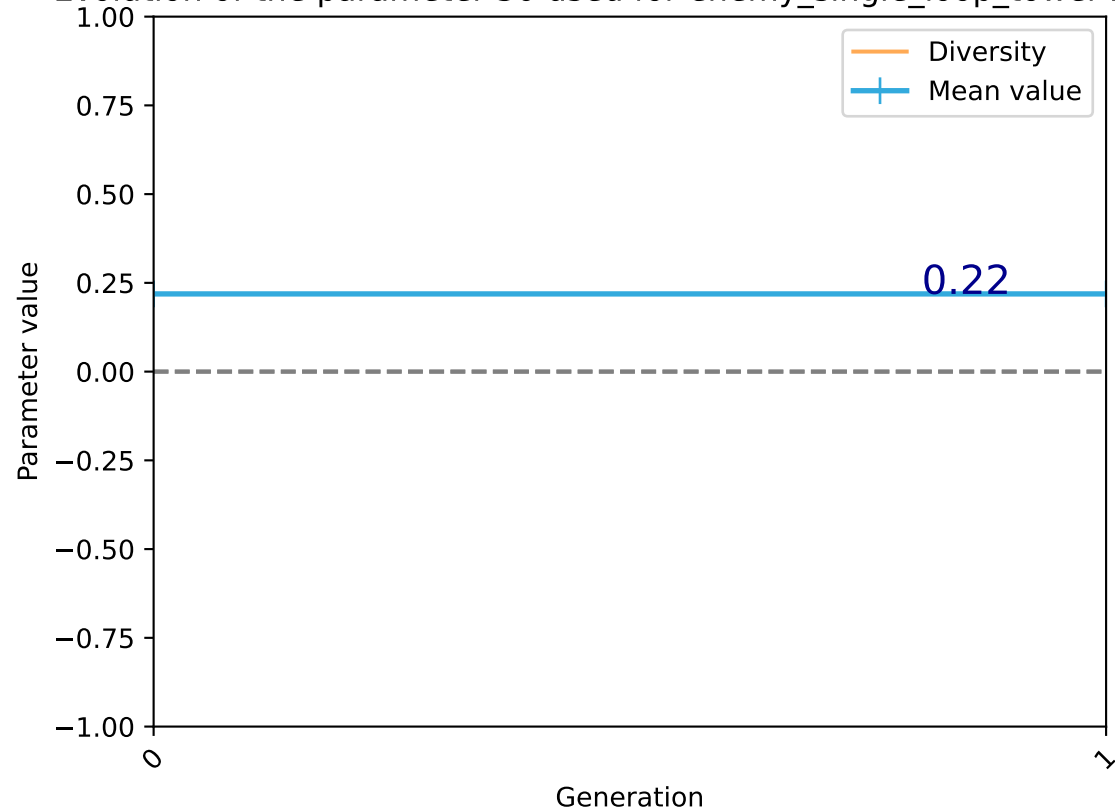
Evolution of the parameter 28 used for single_loop_tower2_max



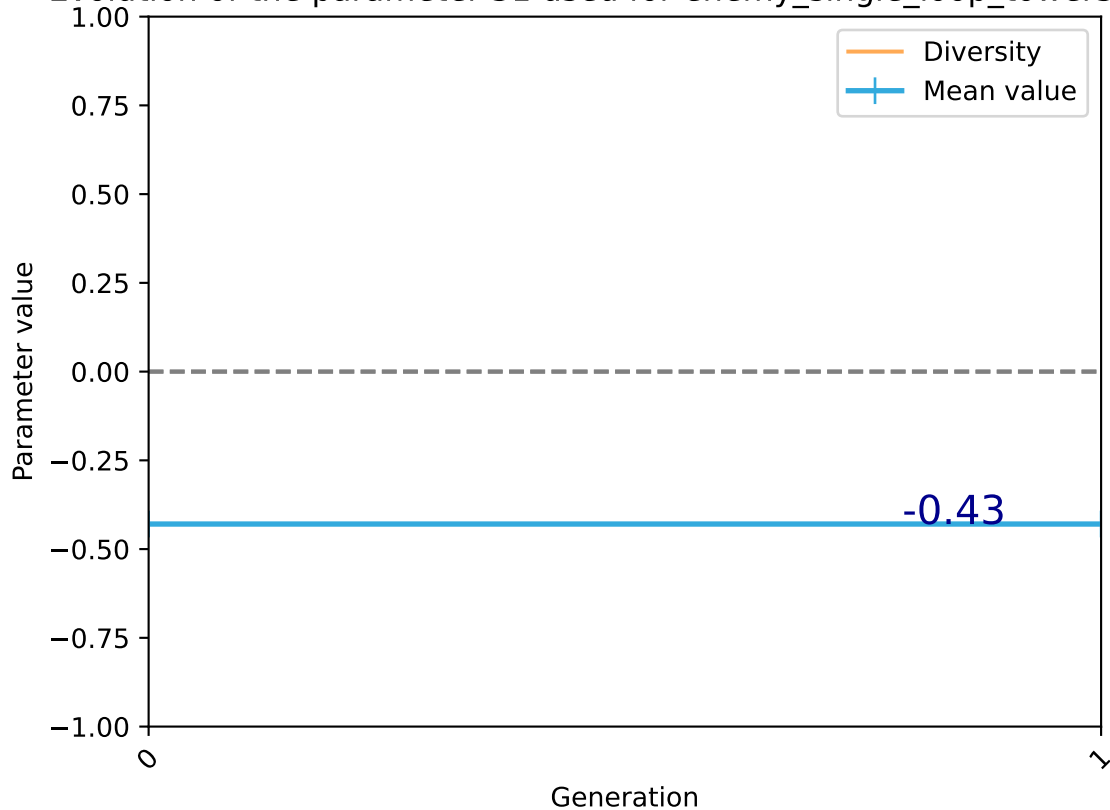
Evolution of the parameter 29 used for enemy_single_loop_tower5_max



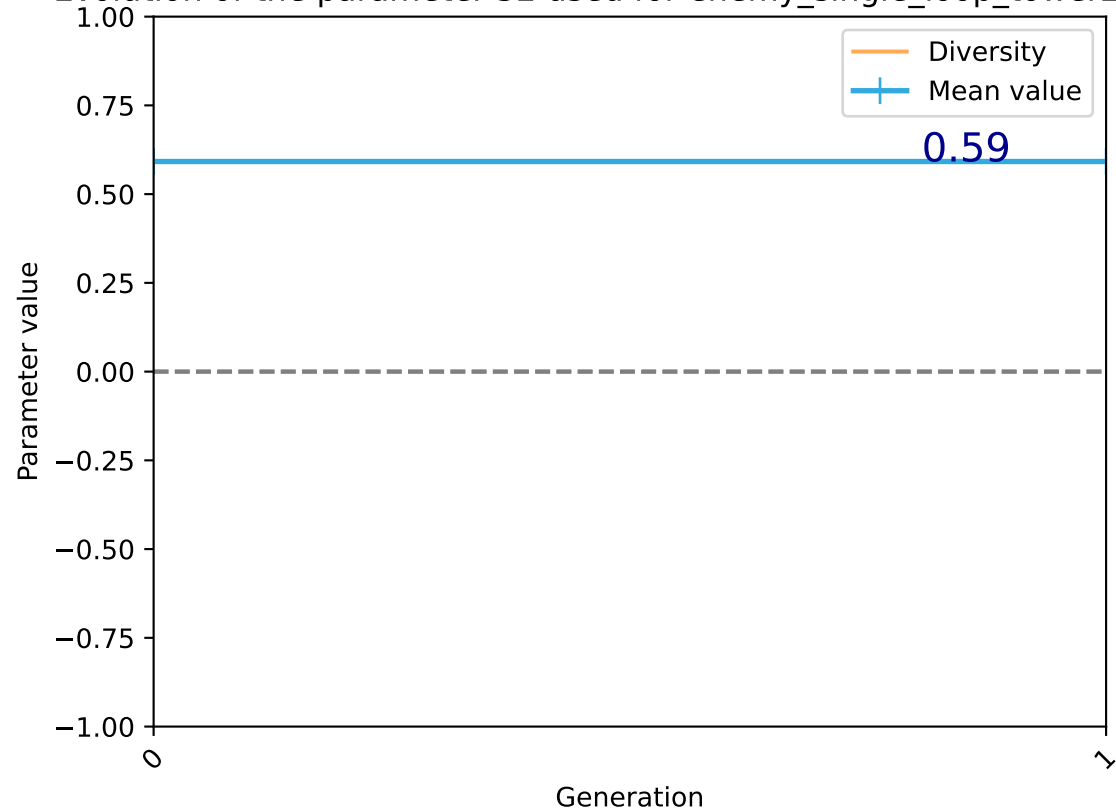
Evolution of the parameter 30 used for enemy_single_loop_tower4_max



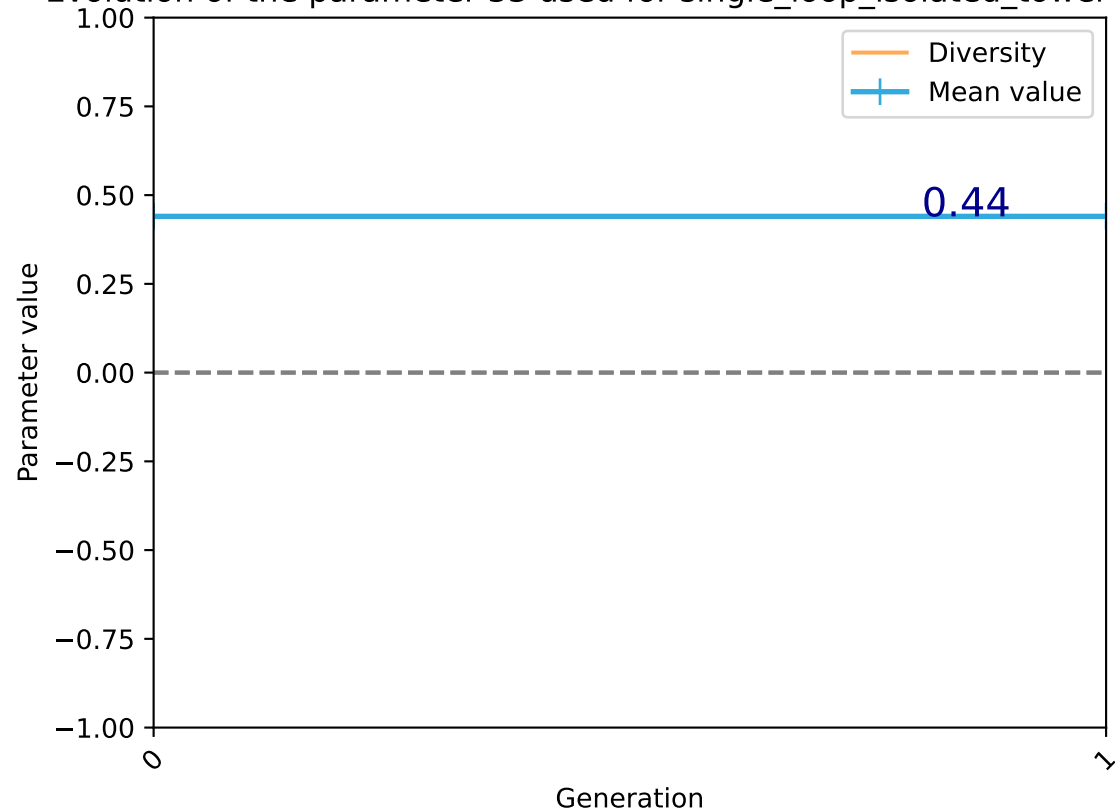
Evolution of the parameter 31 used for enemy_single_loop_tower3_max



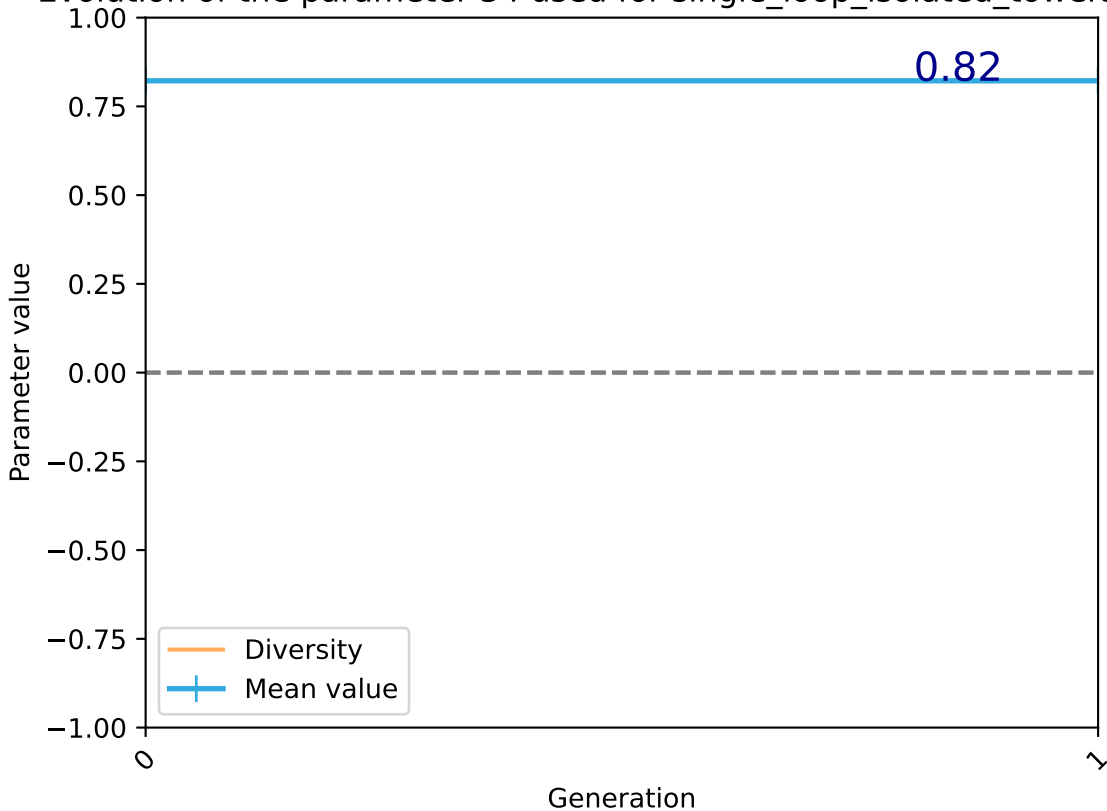
Evolution of the parameter 32 used for enemy_single_loop_tower2_max



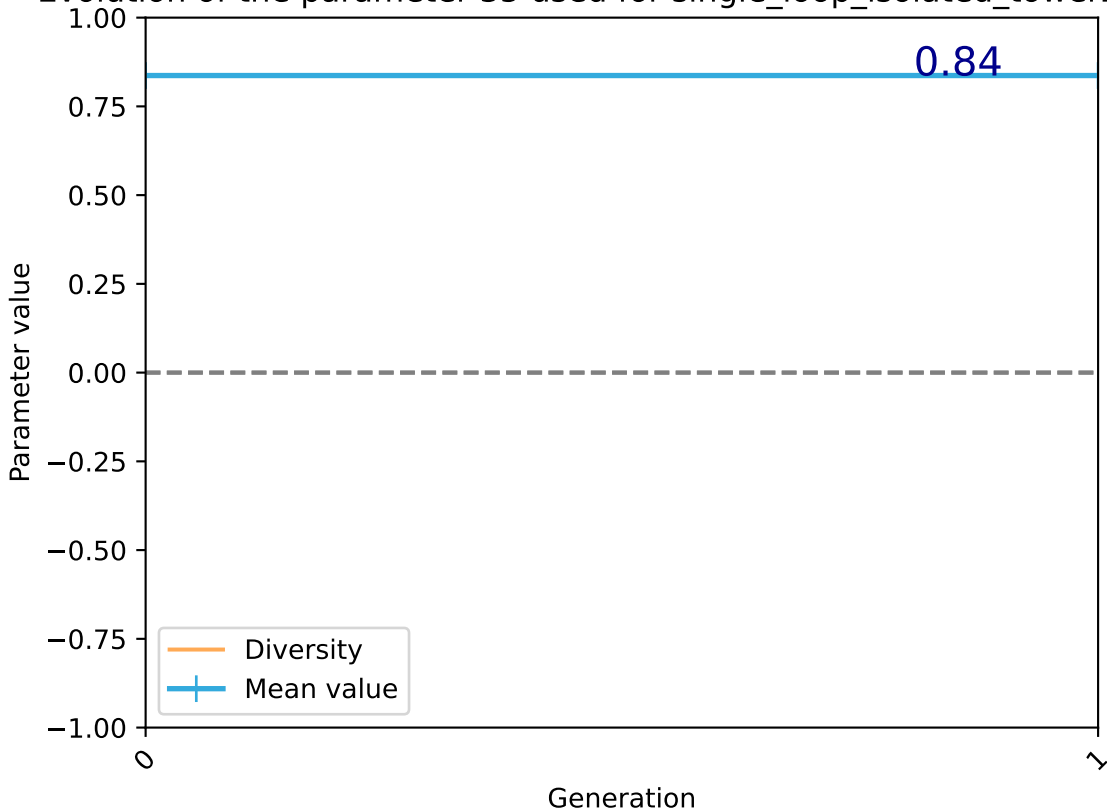
Evolution of the parameter 33 used for single_loop_isolated_tower4_max



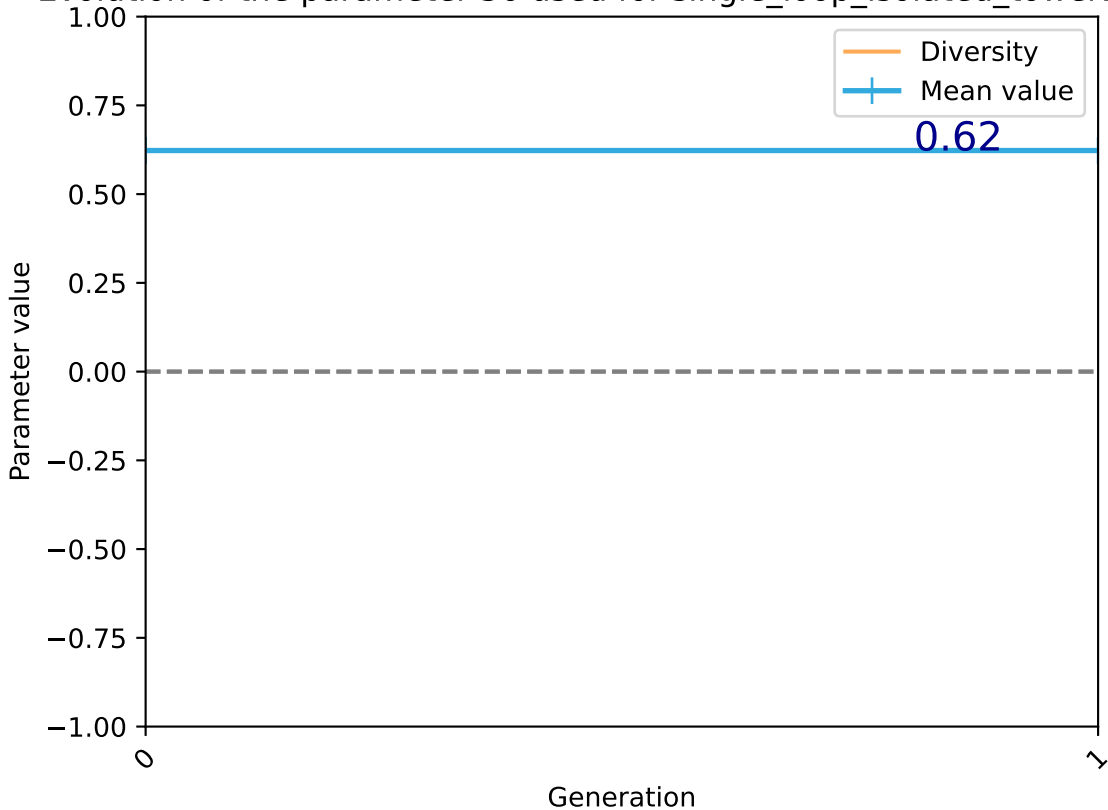
Evolution of the parameter 34 used for single_loop_isolated_tower3_max



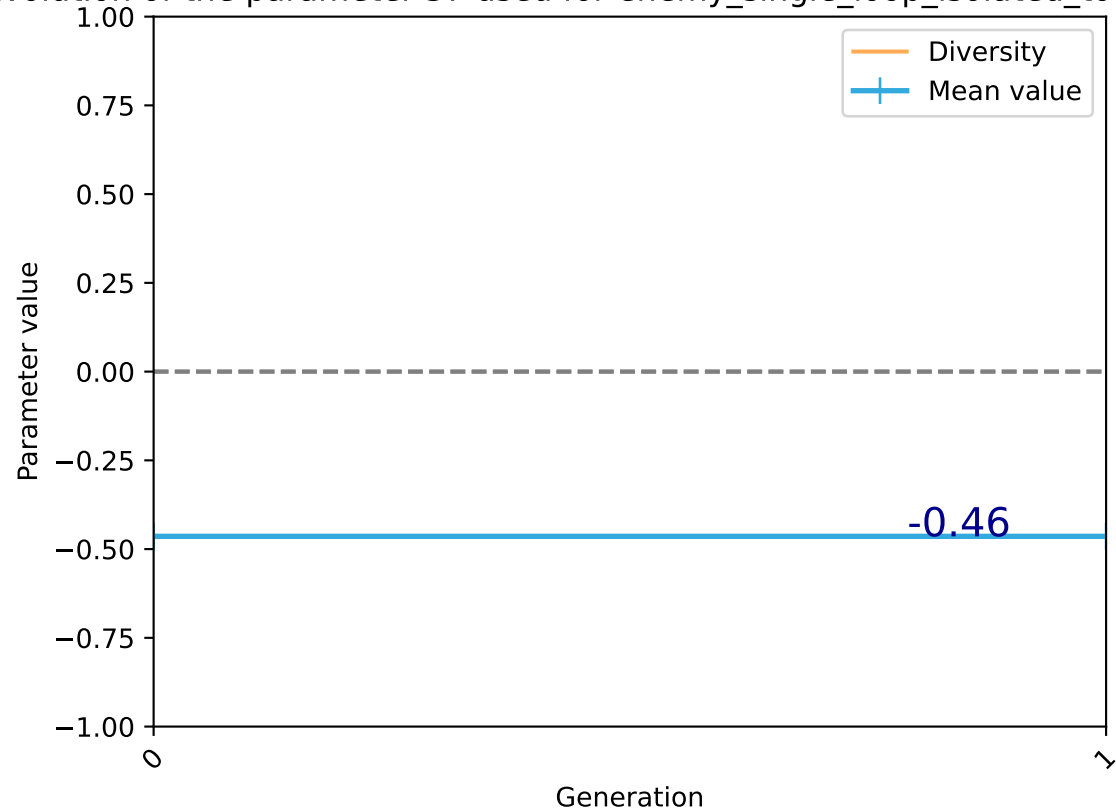
Evolution of the parameter 35 used for single_loop_isolated_tower2_max



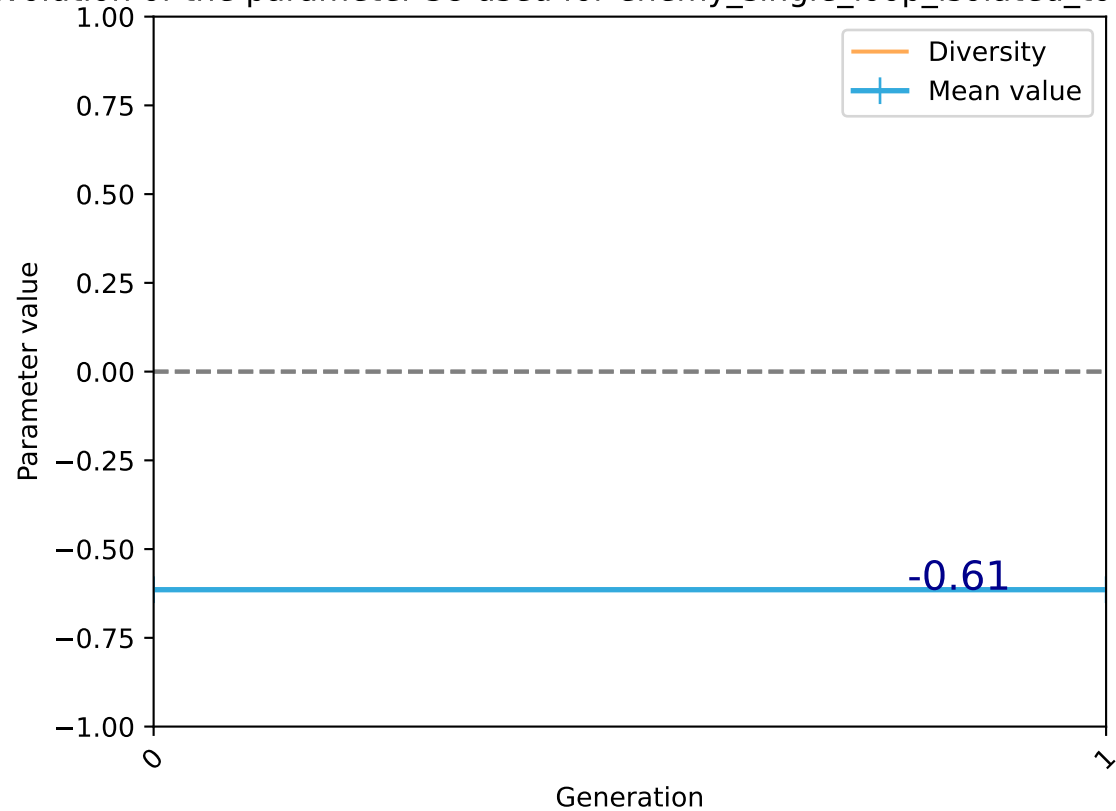
Evolution of the parameter 36 used for single_loop_isolated_tower1_max



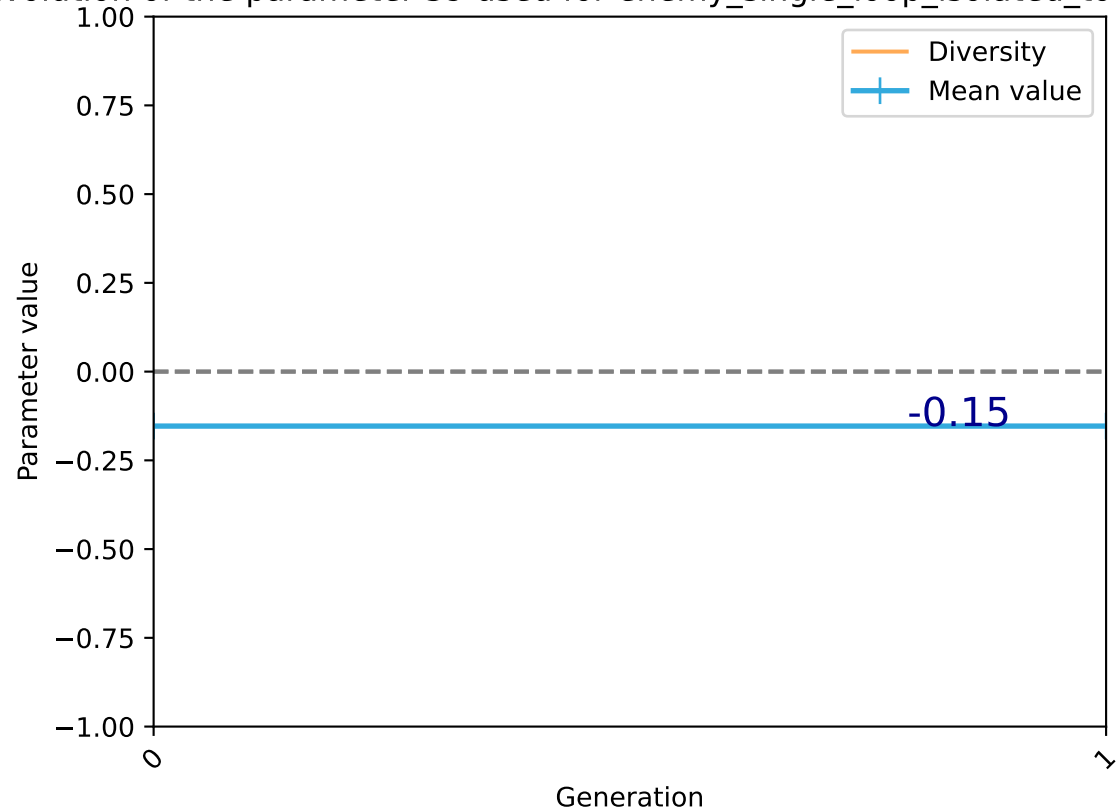
Evolution of the parameter 37 used for enemy_single_loop_isolated_tower4_m



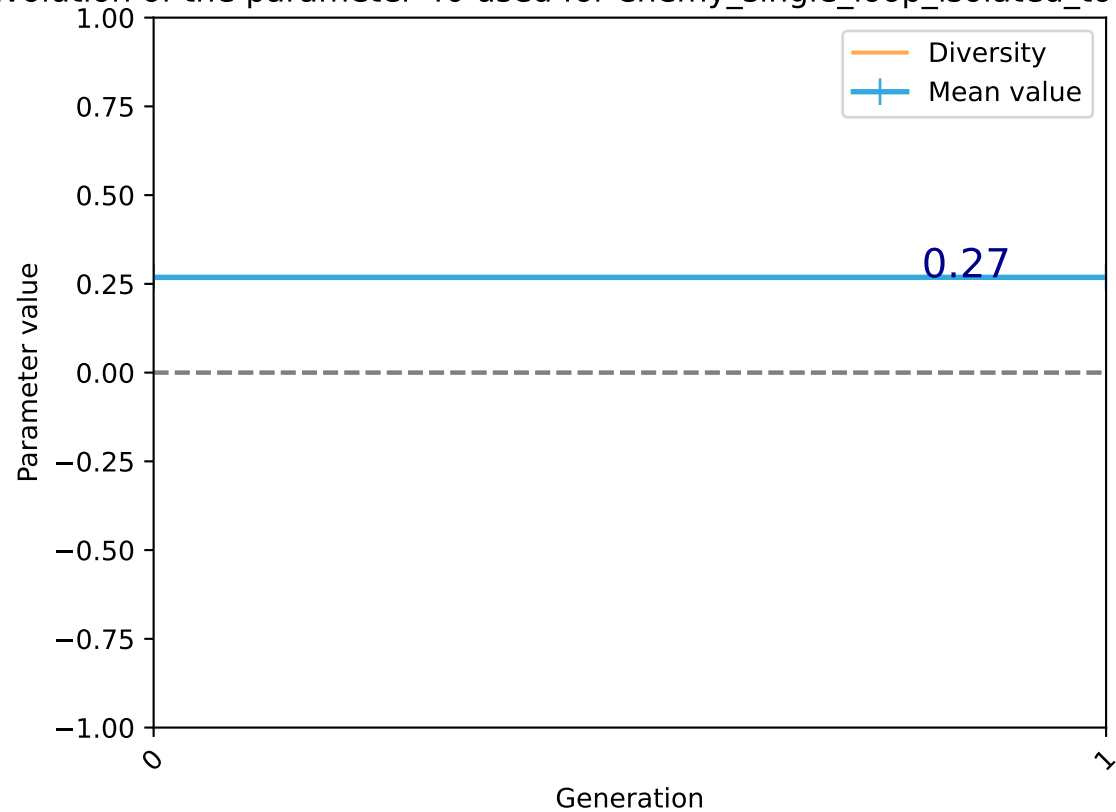
Evolution of the parameter 38 used for enemy_single_loop_isolated_tower3_m



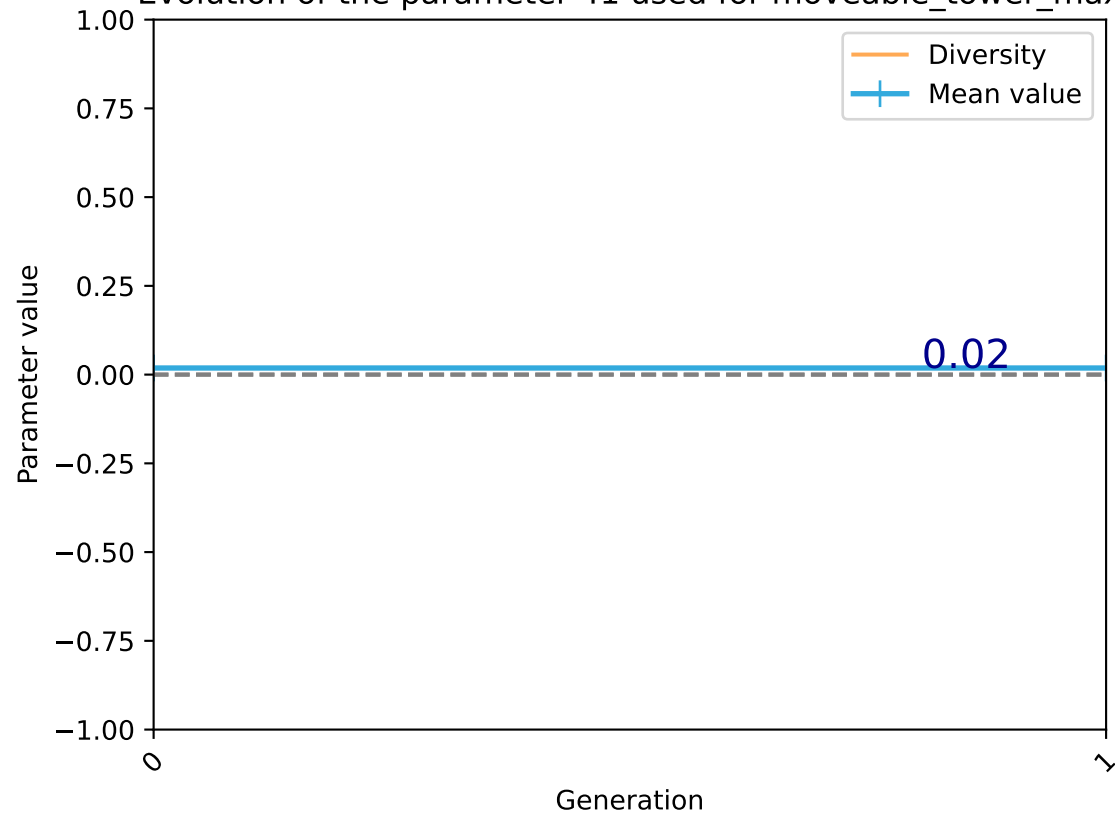
evolution of the parameter 39 used for enemy_single_loop_isolated_tower2_m



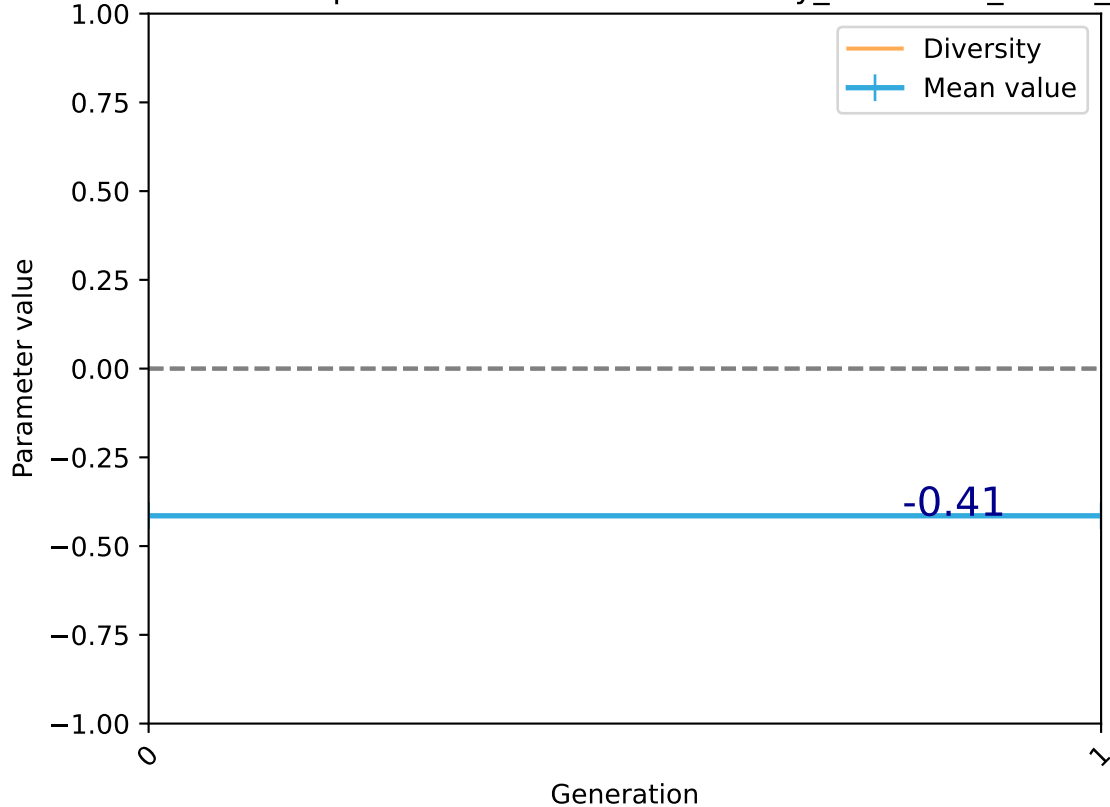
evolution of the parameter 40 used for enemy_single_loop_isolated_tower1_m



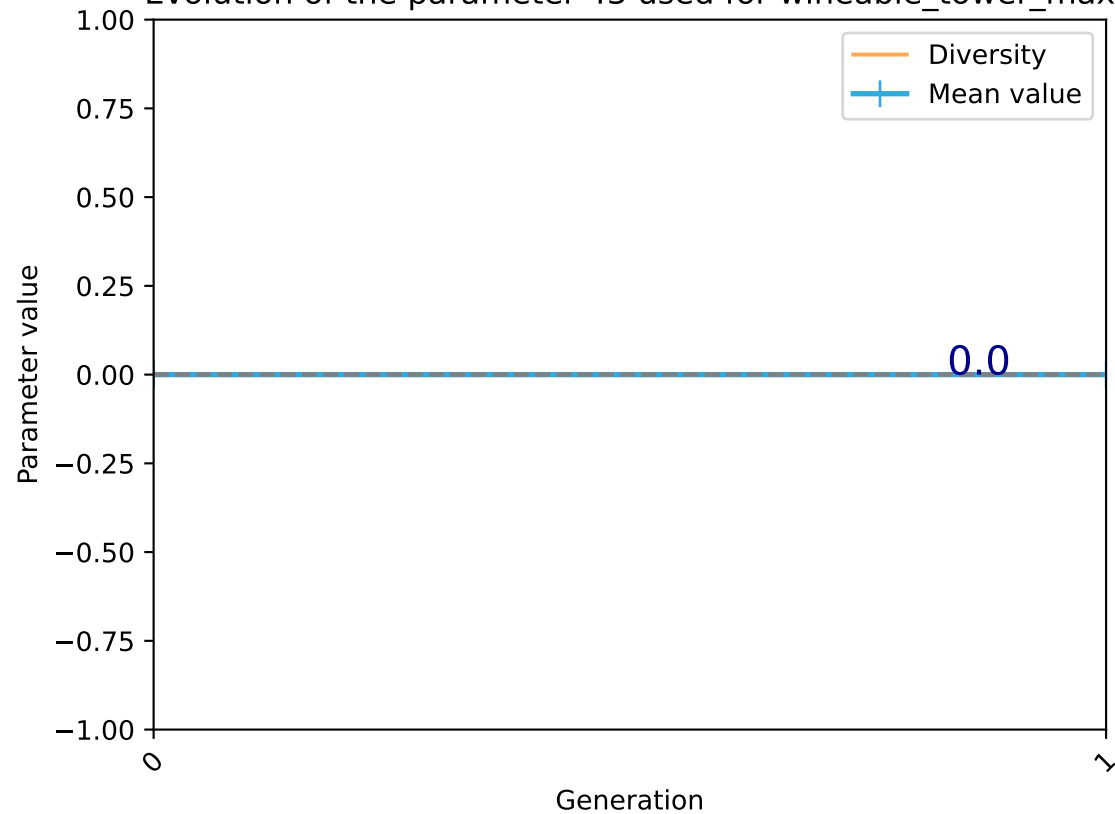
Evolution of the parameter 41 used for moveable_tower_max



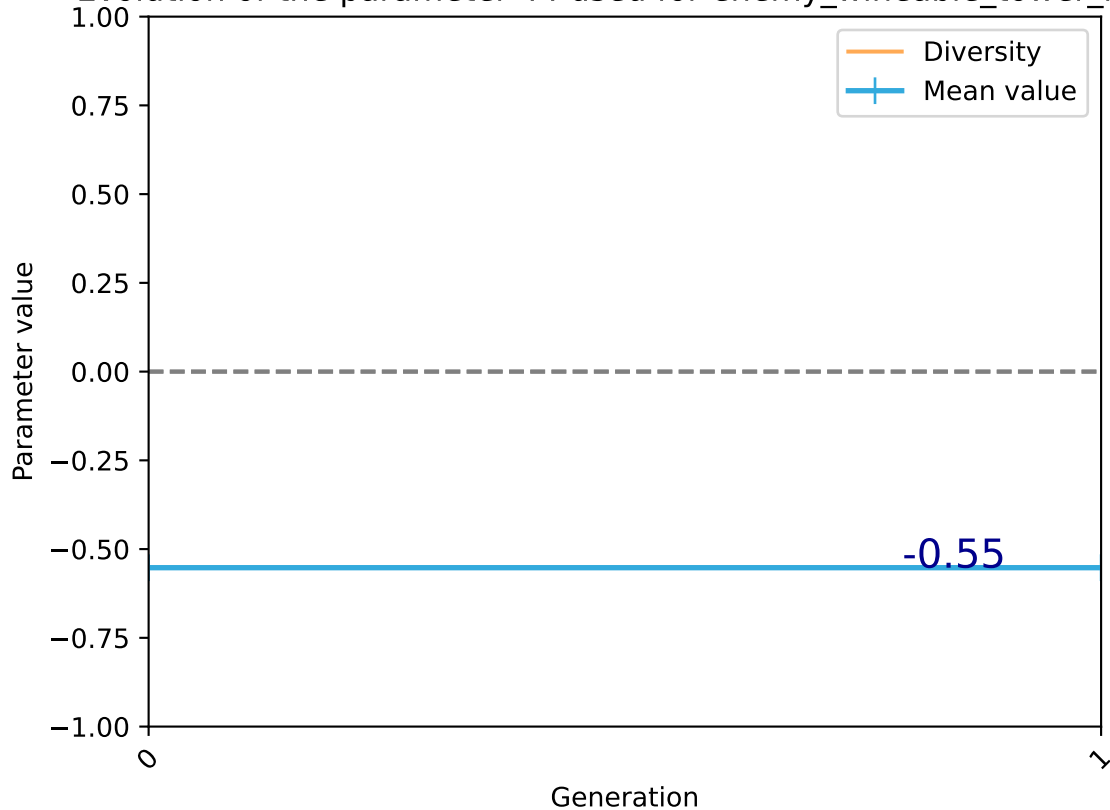
Evolution of the parameter 42 used for enemy_moveable_tower_max



Evolution of the parameter 43 used for wineable_tower_max



Evolution of the parameter 44 used for enemy_wineable_tower_max



Evolution of the parameter 45 used for score_max

