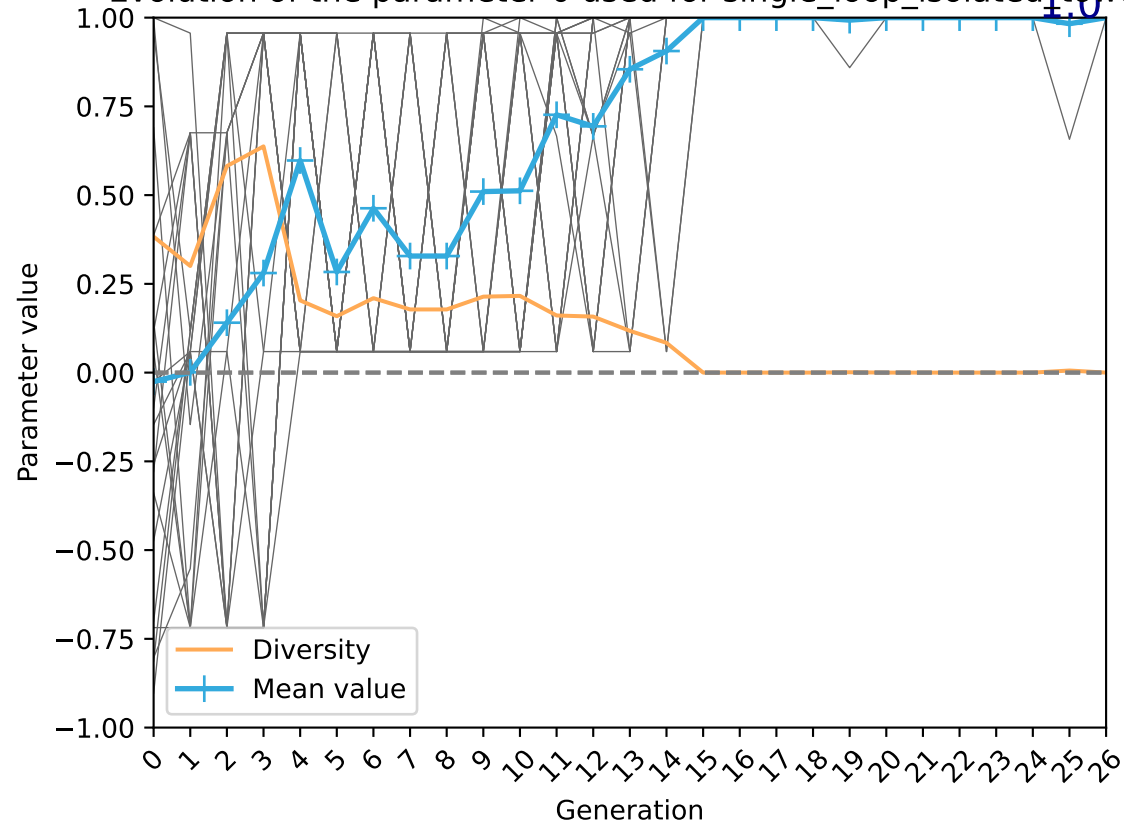
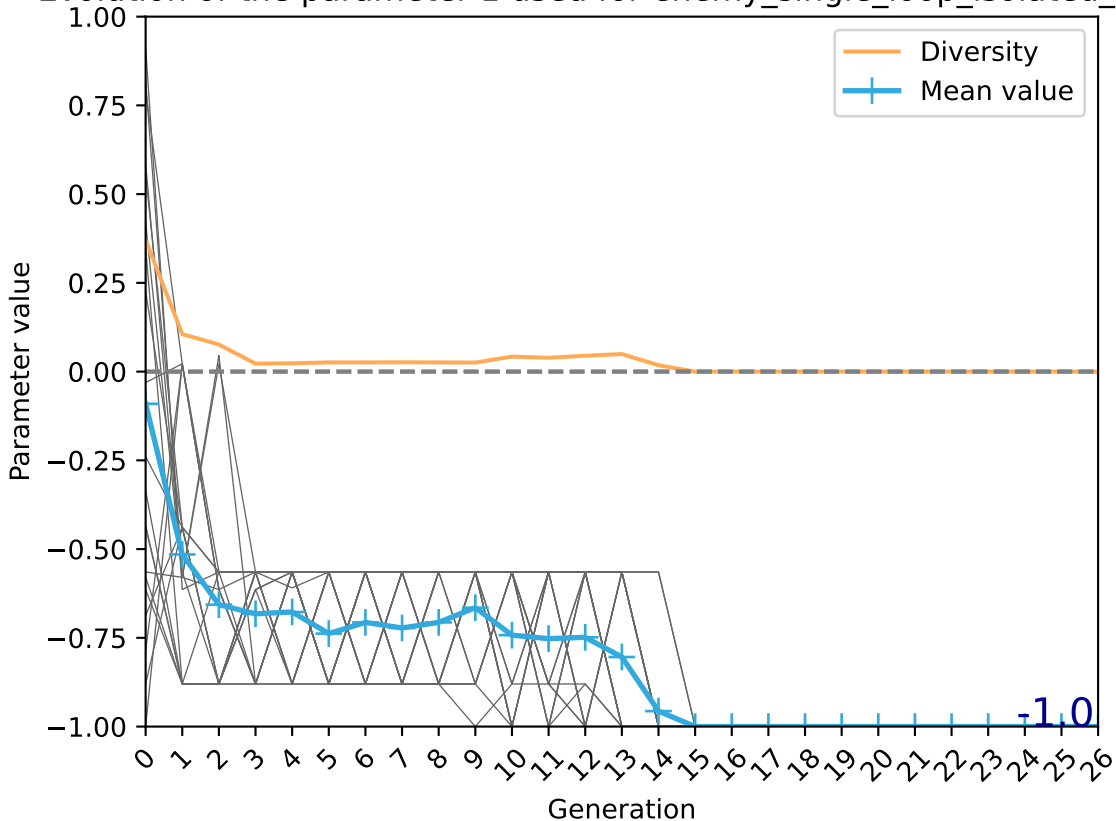


SimpleHeuristic

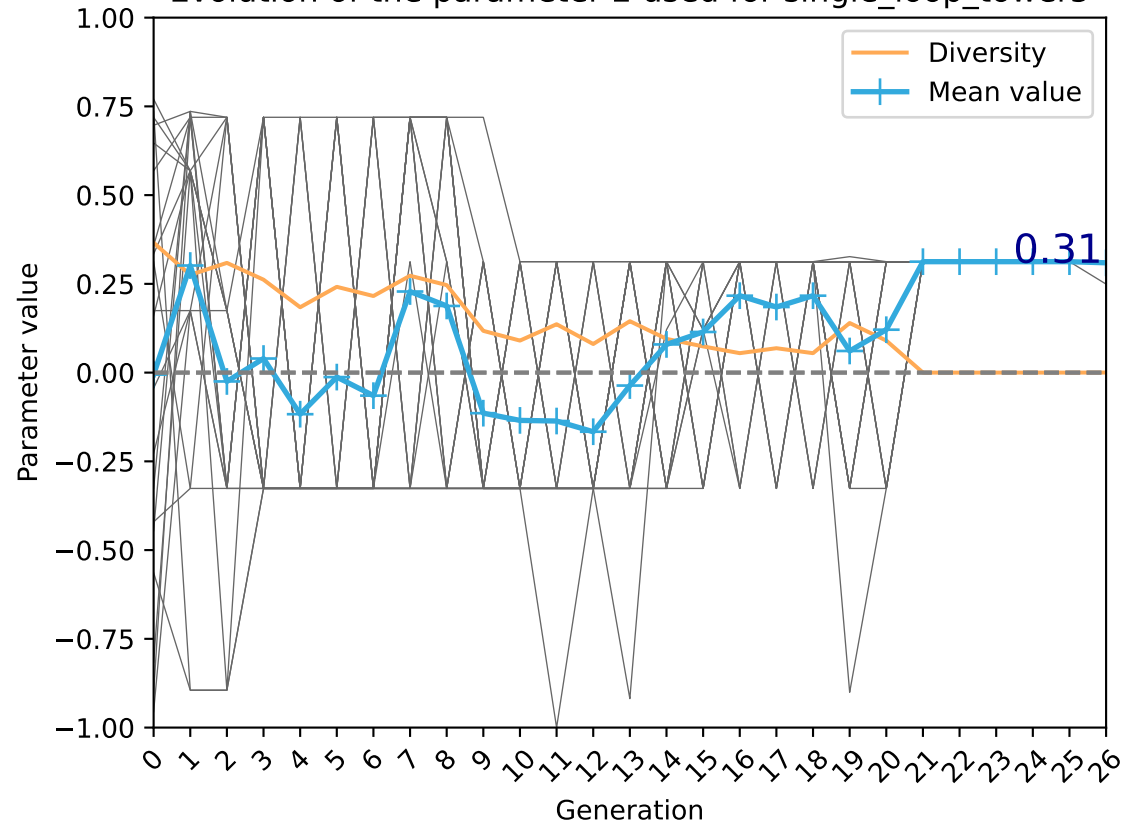
Evolution of the parameter 0 used for single\_loop\_isolated tower



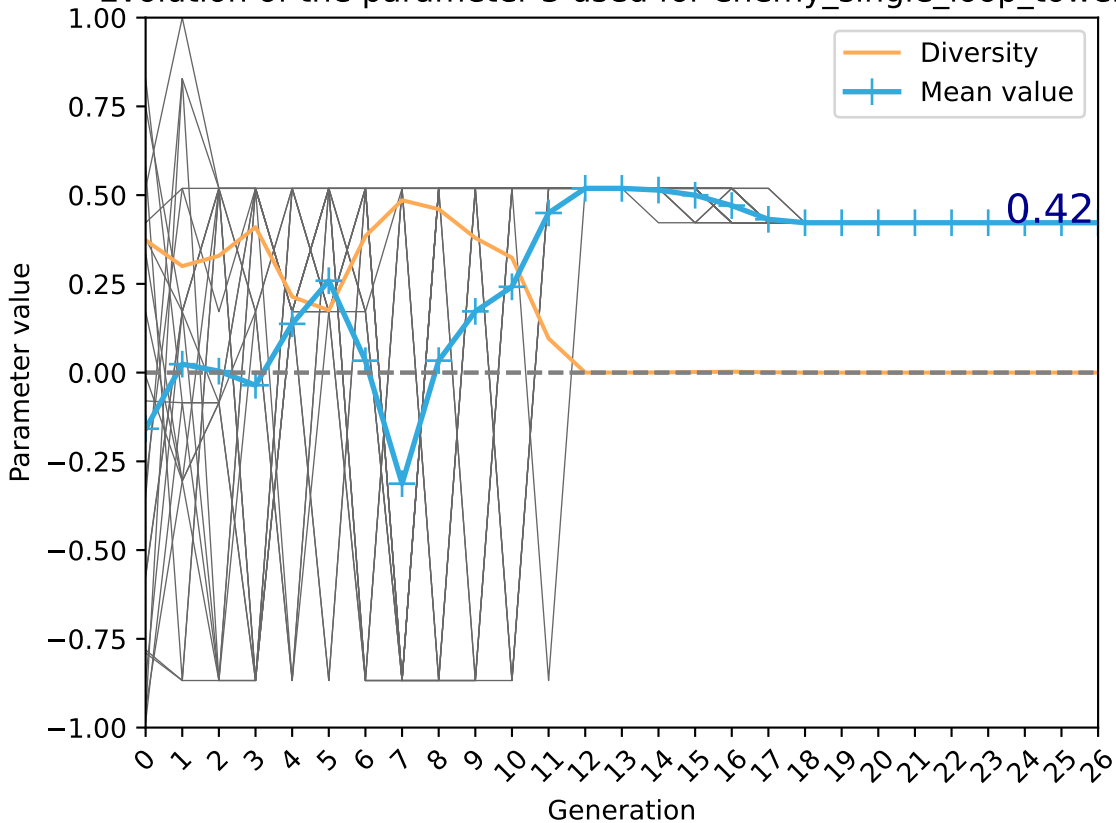
Evolution of the parameter 1 used for enemy\_single\_loop\_isolated\_tower



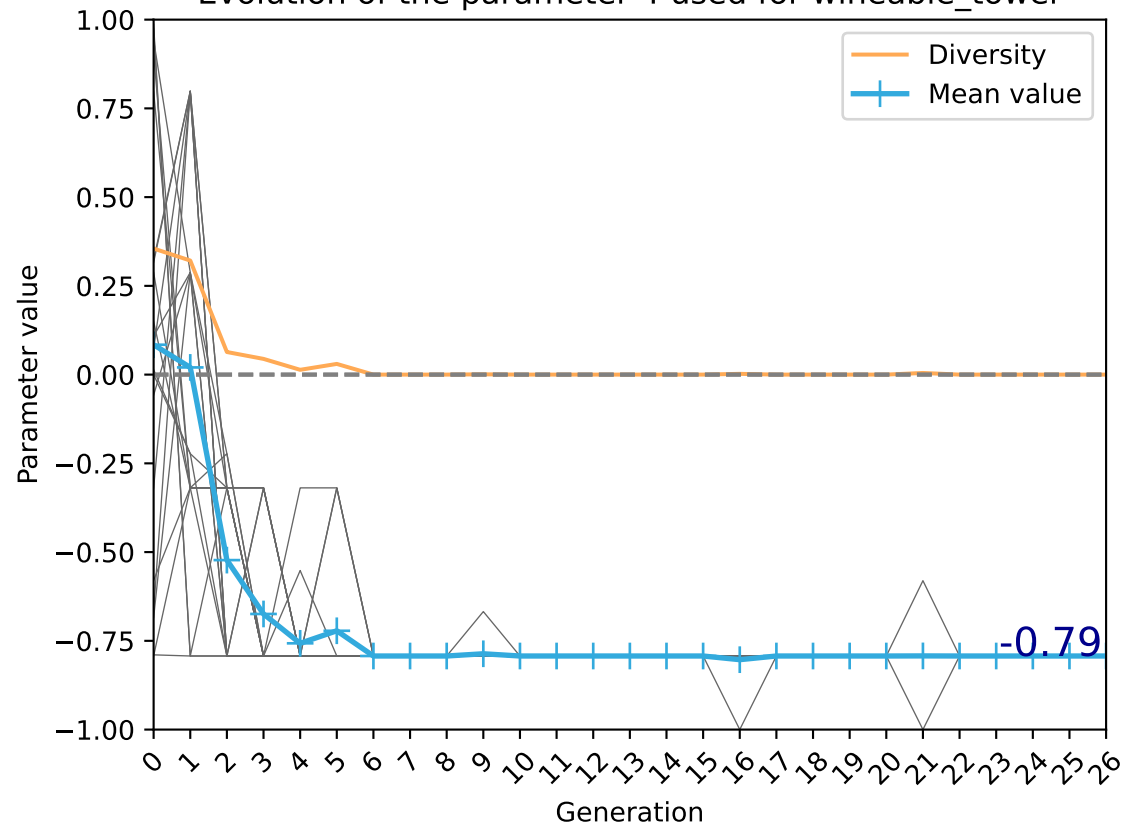
Evolution of the parameter 2 used for single\_loop\_tower5



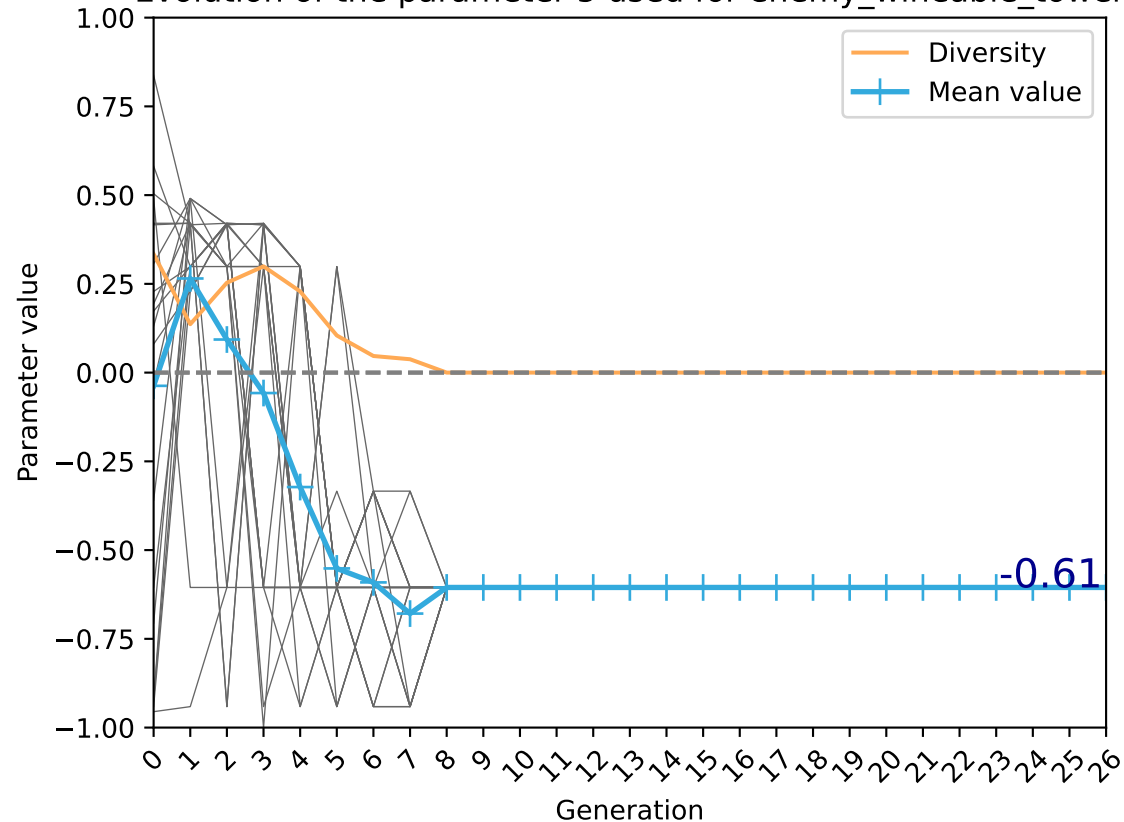
Evolution of the parameter 3 used for enemy\_single\_loop\_tower5



Evolution of the parameter 4 used for wineable\_tower



Evolution of the parameter 5 used for enemy\_wineable\_tower



Evolution of the parameter 6 used for score

