

A hand-crafted fuzzy model with vision based target selection tactics

prey animats	<i>fuzzy</i>	<i>hand-crafted</i>	<i>homogeneous</i>
predator animat	<i>fuzzy</i>	<i>hand-crafted</i>	<i>basic tactics</i>

I

A genetic model for tuning hand-crafted composite target selection tactics

prey animats	<i>non-fuzzy</i>	<i>hand-crafted</i>	<i>homogeneous</i>
predator animat	<i>non-fuzzy</i>	<i>hand-crafted evolvable tactics</i>	<i>composite and basic tactics</i>

II

Genetic fuzzy system for a computer simulation of the evolution of collective behaviour

prey animats	<i>fuzzy</i>	<i>evolvable</i>	<i>heterogeneous</i>
predator animats	<i>fuzzy</i>	<i>hand-crafted</i>	<i>random tactic</i>

III

Analysis of the influence of predation pressures on the form of evolved collective behaviour

prey animats	<i>fuzzy</i>	<i>evolvable</i>	<i>heterogeneous</i>
predator animats	<i>fuzzy</i>	<i>hand-crafted</i>	<i>controlled tactics</i>

IV