```python
#!/usr/bin/python3.4
# -*-coding:Utf-8 -*

from lib.inherit_docstring import inherit_docstring
from random import randint

from src.meta.ABCInheritableDocstringsMeta import ABCInheritableDocstringsMeta
from src.EvolutiveGenerator.GeneticElementFactory import GeneticElementFactory
from src.entities.Neuron import Neuron
from src.factories.GameEventDataFactory import GameEventDataFactory
from src.factories.ActionEventDataFactory import ActionEventDataFactory


class NeuronFactory(GeneticElementFactory, metaclass=ABCInheritableDocstringsMeta):
    """Neuron factory"""

    @property
    @inherit_docstring
    def genetic_element_class(self):
        return Neuron


    @staticmethod
    @inherit_docstring
    def create():
        return Neuron(GameEventDataFactory.create(), ActionEventDataFactory.create())


    @staticmethod
    @inherit_docstring
    def mutate(element):
        if randint(0, 1):
            GameEventDataFactory.mutate(element.game_event_data)
        else:
            ActionEventDataFactory.mutate(element.action_event_data)


    @staticmethod
    def hydrate(data):
        return Neuron(
            GameEventDataFactory.hydrate(data['game_event_data']),
            ActionEventDataFactory.hydrate(data['action_event_data'])
        )
```