Lua PseudoCode (test script)

While true:

Define variables, functions

// At Character Select screen
Press_Right;
~~Press_Right~~

set TournamentWon = 0;

Main

Press_Start; Set GameOver = 0;
// this selects SubZero. Can change to select a different
// character. Could randomize character selection each
// time to see how algo deals with that

While !GameOver:
 If !Fighting:
  Press_Start;
 // to get through screens.
 Else:
  ~~Calculate~~
  RoundState.get; // evaluate variables
  RoundState.display; // display variable

I'm using flags, but also include counters like P1_RoundsWon P2_RoundsWon and MatchesWon

  // Later, add fitness variables and functions
  // and display

  { Flags.get; // evaluate flags
  Flags.display; // display flags
  ~~If GameOver //if GameOver flag equal~~
  ~~set OxABF6 = 6552;~~

Test
Counter for
individuals

Cont'd (below Flags, at same indentation)

If GameOver OR TournamentWon
(DeadBabies)++;

// Later add: calculate Total Fitness;
set memory at 0xAB3E = 65532;
// goes to character select screen at Top of
// the outside while loop.