Game Design Document

Game Name : Genetic Game Algorithm

Scene used : camo

The game is designed to play in intervals of 10 seconds. At start, the person prefabs are generated and are set up to die on click. The player prefabs are listed up in the PopulationManager which controls it to a size of 10. At the end of each generation, the list is sorted based on the time elapsed for each person prefab. It will multiply the properties of one half of the list to the other half to get a new generation of persons.