geneticSim User Manual
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Description: Our program is a genetic-neural-network obstacle navigator. The cars (smaller circles in white) will try to reach the goal (larger circle in white), while avoid the obstacles (larger circles in grey). Every 5 seconds there is a new generation of 50 cars. The best 5 cars will be carried over from the previous generation, and be displayed in green. The rest of the cars will be randomly generated according to a crossover-mutation algorithm. Every 20 generations, the obstacles and goal will be randomly re-generated.

To Run: Have Processing installed and double-click geneticSim2.

Controls: Press Space to skip to the next generation.