Mission\_Simulation

* Boat
* Mission
* Environment
* get\_fitness()
* get\_update\_data()
* set\_boat\_control(boat\_inputs)
* update(t,n)
* apasv
  + .gitignore
  + LICENSE
  + README.md
  + doc
  + tests
  + apasv
    - apps
      * app\_manual\_drive
      * app\_genetic\_algorithm
      * app\_random\_boats
    - code
      * \_\_init\_\_
      * MissionSimulator
      * Boat
      * Mission
      * Environment
      * PygameVisual
      * NeuralNetwork
      * autopilots
        + ap1
        + ap2
        + apN
    - data
      * waypoints
      * environments
    - tests
      * \* code tests \*