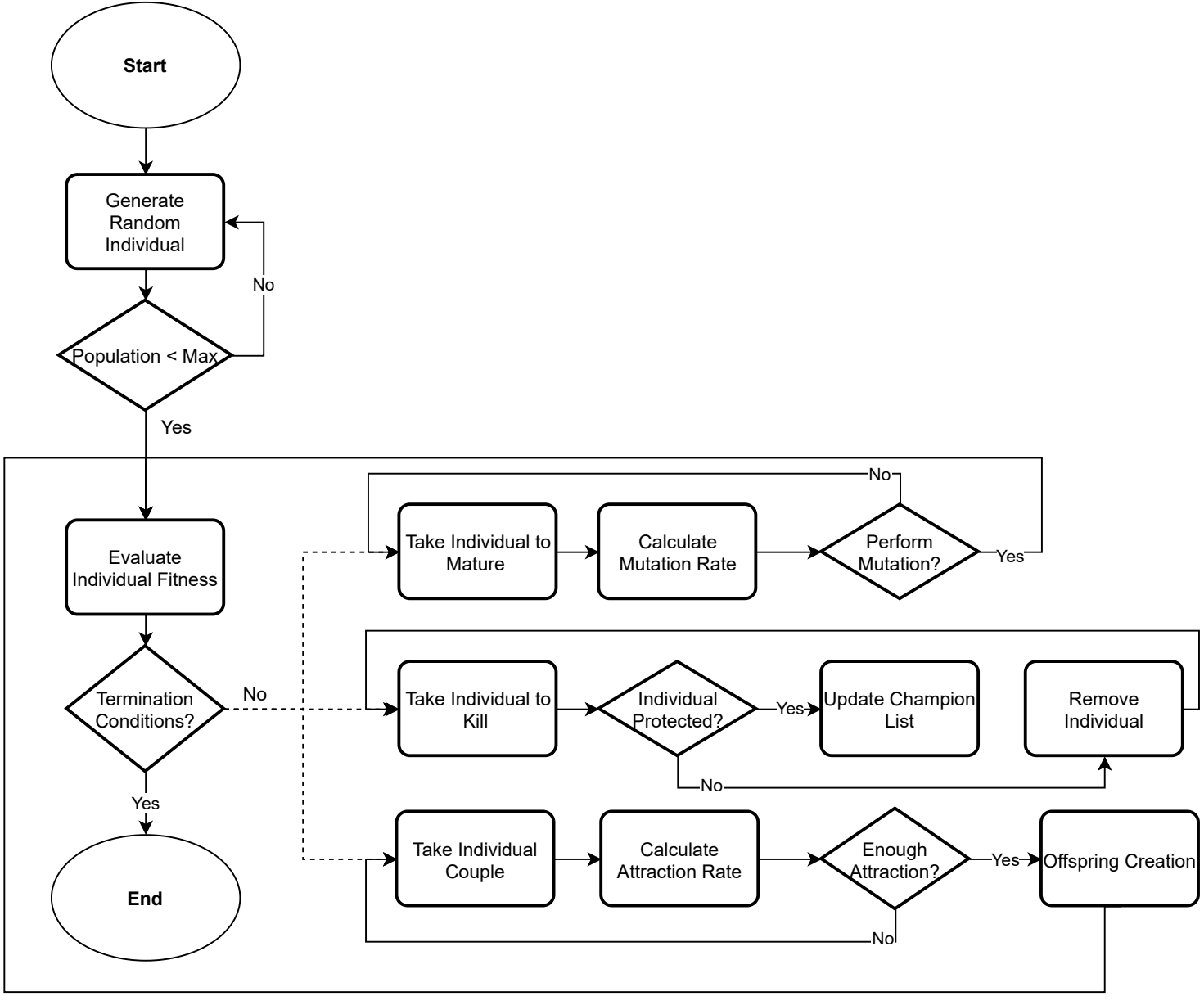
Start
Generate Random Individual
No
Population < Max
Yes
Evaluate Individual Fitness
Termination Conditions?
No
Yes
End
Take Individual to Mature
Calculate Mutation Rate
Perform Mutation?
No
Yes
Take Individual to Kill
Individual Protected?
Yes
Update Champion List
Remove Individual
No
Take Individual Couple
Calculate Attraction Rate
Enough Attraction?
Yes
Offspring Creation
No