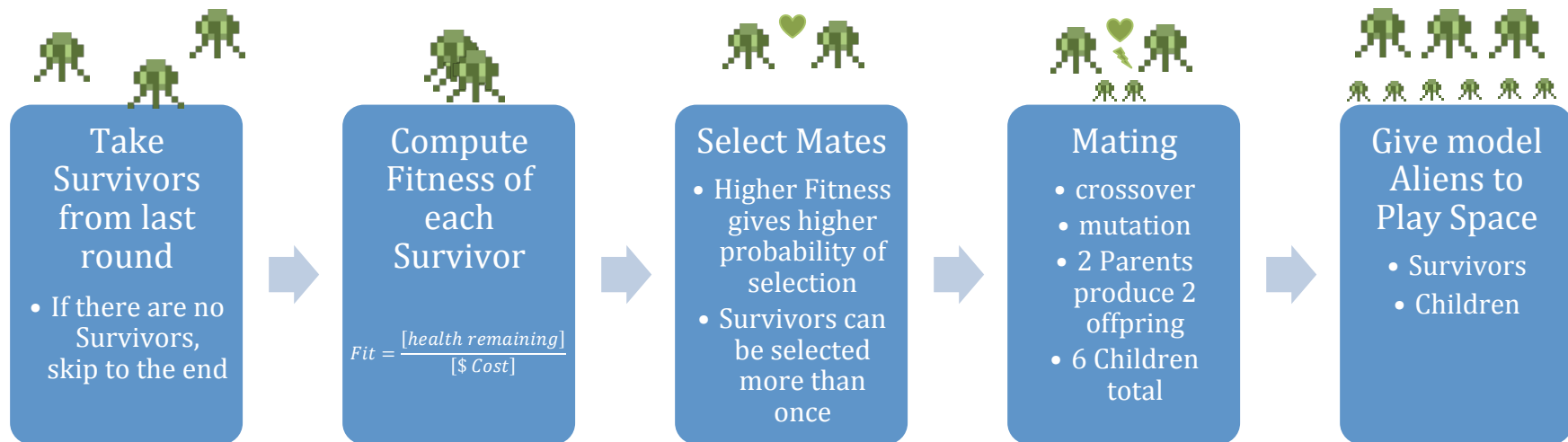


Evolution Space Diagram

The game begins in the Play Space (state) where the player attempts to prevent (a randomly-generated set of) Aliens from reaching the left side of the screen by shooting bullets. At the end of the round the game transitions to the Evolution Space (state) where the Alien(s) that reached the left side of the screen receive fitness assessments, have a chance to be selected for mating, mate, and produce offspring. All survivors, Parents, and Children are then taken back to the Play Space and are the models for any Alien that spawns in the Play Space.



- If there is one Survivor, he can mate with himself
- Some Survivors may be selected more than once, and some not at all
- Exactly 6 Children are produced
- During Mating: Equipment, Sensors, and State Transition Tables undergo crossover and mutation.