A.E. Eiben and J.E. Smith, Introduction to Evolutionary Computing
What is an Evolutionary Algorithm?

Coursework

- Things to note at this point:
 - You must code. You can use:
 - Java
 - .NET: C# or C++ (and possibly many more)
 - I don't care about what language you choose...
 - Create two different tanks
 - Different in some important aspect
 - You discuss how the difference is important in report
 - It is an opportunity to show
 - Analytical skill and Academic depth
 - How badly you have misunderstood Evolutionary Computation

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- Innovation
 - Plan for it It is not as *BIG* as it sounds
 - Innovative testing methods, ideas
 - Fight other students' robots
 - Automate fight arenas
 - "Fighting" other types of robots
 - Combining evolutionary methodologies in the solution
 - Using advanced evolutionary techniques
 - Collaborative tanks
 - · Report it and discuss it!!
- You can use libraries
 - Just not libraries that does "everything", i.e. evolutionary libraries are not allowed, however libraries that provide genotype are.