

GUI w/ 3
separate windows.
2 for parents.
1 for child. — Does jumps.

Main

- sets up app
- creates creature
- sets up background
- key listeners

Block

- Dimensions of each block
- materials
- adds joints to parent block
- adds neurons to table
- joint impulse

Creature

- sets up attributes
- gives body a root block
- adds joints
- updates fitness
- updates brain
- fires neurons

EnumNeuronInput

- Height
- Touch
- Joint
- constant
- time

EnumOperator

- sets up math for rules

★ Rules.java class

- use EnumOperator & Neuron Input to determine jumping force for each hinge

★ Thread class

- uses genepool class to run certain info on thread
- need 1-16 threads
- know which thread has best creature

★ GenePool class

- updates graphs based on thread's results

★ Static Verify Creature class

- make sure creature is correct size/dimen.
- if bad creature, return null and make new creature.
- generate Creatures();