Genetics in creation of games.

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Part 0: the goal

Parent goal: Creation of the game engine, that allows user to create likable game while minimizing the amount of user action. One of the goals is to create worlds for user to evaluate and improve them.

Situation: Let’s imagine you want to create a game. You have the perfect idea and this should take

Part 1: history

enetics algorithm

1. Genetics algorithm.

Explanation: we create

Part 2: application

Part 3: anything new?

Part 4:example

Part 6: key points