

main():

- create initial seed level  $\leftarrow$  initial "population"
- for n generations:
  - generate offspring rooms via mutation
  - evaluate each room
  - select some parents for next generation  
(start: select top x% with highest fitness)

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Genome class

- tree  $\rightarrow$  list of nodes
  - type: house, room, object
  - object values
  - list of pointers to children