Class: Simulation

This class is the script that takes care of the entire simulation.

* Generates creatures
* Runs the genetic algorithm, passing creatures the appropriate variables so they can generate their limbs and other properties accordingly.
* Generates mutations
* Keeps track each generation
  + Generation number
  + Best creature
* Laser if implemented

Class: Creature

This class is used to randomly assign creatures variable s based on the values passed by the Simulation class

* Jumping power
* Limbs array(object), pass parameters to the limb class to have them generated.
* Generate jumping power based on parameters

Class: Limb

This class is used to take care of each limb of each creature of each generation

* Each limb is of a specific type(wheel, 1, 2 or 3 joints), but start off with just wheels
* Each limb has a specific size(0 to 100 this can be changed )
* Each limb has a specific strength(0 to 100, this can be changed)

wClass Wheel

* Length is radius of wheel
* Strength is rotation speed

Class Leg

* Length is length of the limb
* Strengh is how much force is applied when it moves
* Each leg also has 1, 2 or 3 joints.,