Sources

<https://www.youtube.com/watch?v=OhCzX0iLnOc> TEDX Janelle Shane

# Mutations:

* Mutations are currenlty implemented so that the creature class has a 20% of developing a mutation. We can add even more mutations in the other classes, but this is probably unnecessary. Also, 20% can change.

# Limbs:

* Limb genrains: Can have a test where the creature is allowed to go haywire and generate like 10 joints, or something. If do this, lmi the leg length tho.