# DAY 01: 16/01/2022

Developed a problem description for each class, a class diagram, and created a github for the project. Next step: Write pseudocode.

# DAY 02 17/01/2022

Started working on pseudocode. Good progress.

Re-structured the Simulation class and added some ideas for generating limbs based on the parent creatures.

Jumping power of the creature is a random number between the creature’s parents’ jumping power.

For each limb, the creature has higher probability(80%) of generating the same limb type as the parents if they both have the same limb type, otherwise the limb generation is random.

Other creature characteristics will be calculated smiarly

All of this is not final and I will have to perform tests and check if this approach succeeds in generating successful creatures.

Other limb, wheel and leg characteristics will be simulated similarly.

# DAY 03:

Pseudocode is good. Review it and see if anymore progress is needed. If not, START UP UNITY!

Started working a bit more on pseudocde. Mind is unclear so I will stop here, I believe most of my code is straight bs so I’ll do it with a clear head.

# DAY04(02/02/23) Continued pseudocode.

Joint class pseudo complete. Added mutation n the joints where if the constructor is called with parents, it has an 80% of following the parents' path.

Not sure if this is needed, maybe do it from the higher classes, so from the creature class it gives this mutation where it has an 80% of getting the parents' variables

To do:

-complete wheel class

-fix simulation class