

Space Bubble 9000

- Rules
 - +100 points for shooting and popping a bubble.
 - +500 points for shooting and killing another ship.
 - Score set to -500 if killed.
 - All ships start with +100 health. Ship is considered killed if health is 0.

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- Controls
 - Steer left
 - Steer right
 - Thrust forward
 - Shoot

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- Autonomous Ship Inputs
 - Distance to the nearest ship.
 - Angle to the nearest ship.
 - Distance to the nearest bubble.
 - Angle to nearest bubble.

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- Training Method(s)
 - I tried two
 - Evolutionary
 - Online supervised learning