**IMPORTANT**:

**Total bullet strategy behaviors**: 5

1. DistanceBased – adjusts bullet power based on how far the target robot is.
2. LightFast – focuses on low-power, quick shots.
3. PowerfulSlow – focuses on high-power, slow shots.
4. Medium – Average power, and therefore speed shots.
5. HitRateBased – adjust the power based on hit rate.

**Additional genetic parameters**:

1. farDistance – the cutoff distance for high-power vs. low-power shots.