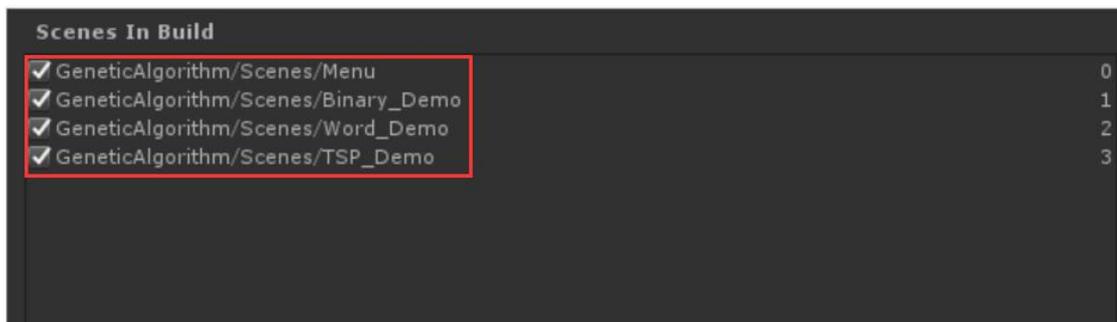
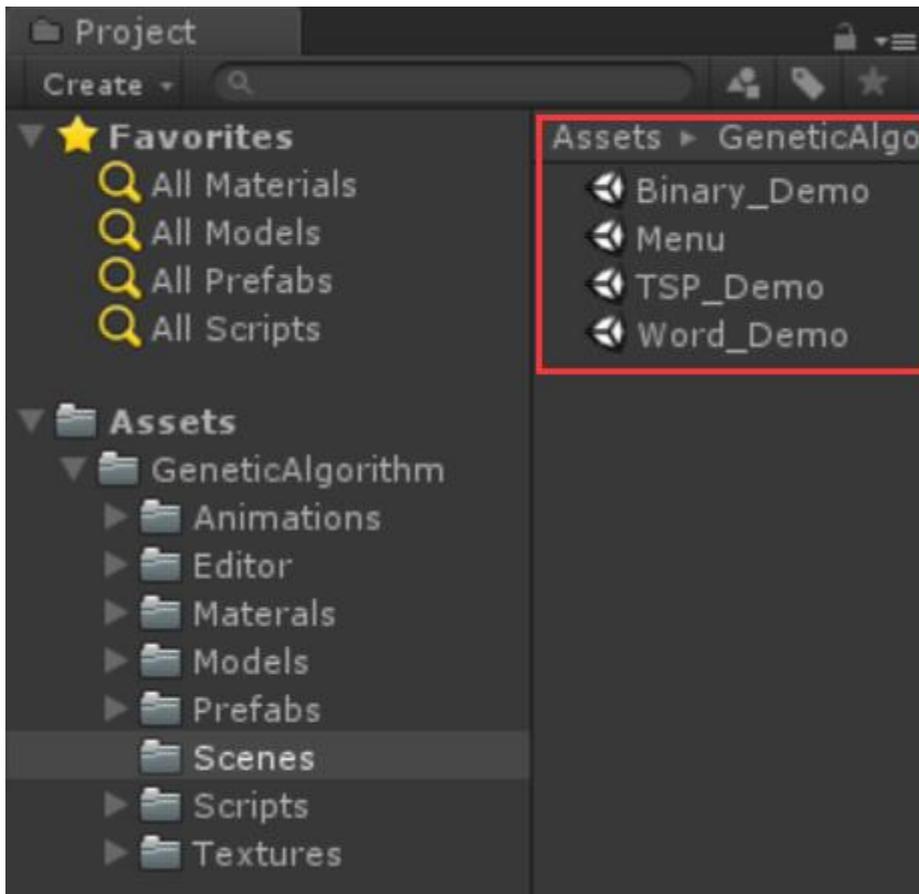


Package's contents introduction

1. Set up

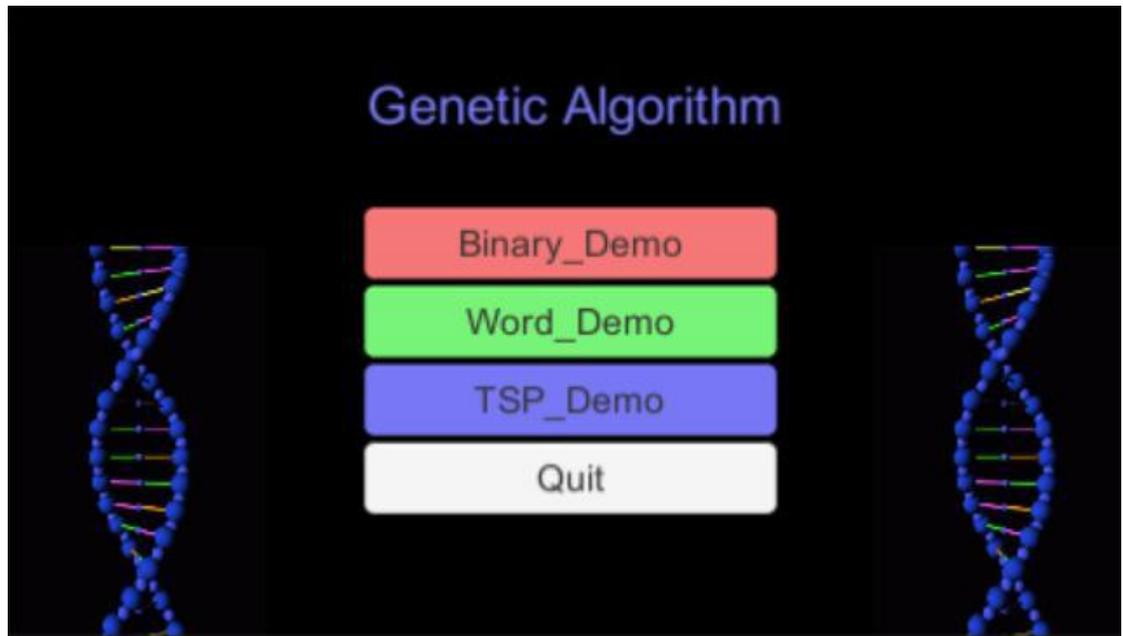
When imported this package to your project, the first thing you need to do is to add the four demo scene in this package to the Scenes In Build Window (File->Build Settings->Scenes In Build).



2. Four scene Introduction

(1) Menu

This is the program application start menu interface , click one of the buttons,to jump to the corresponding demo scene

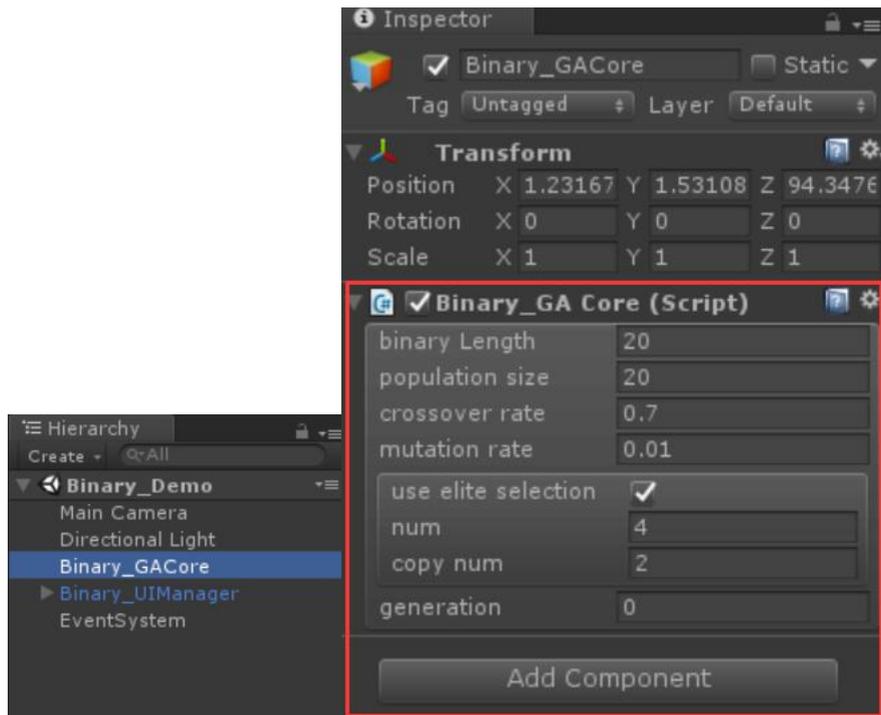


(2) Binary Demo

This scene shows that,using genetic algorithms to find the maximum value for a given length of the binary number.

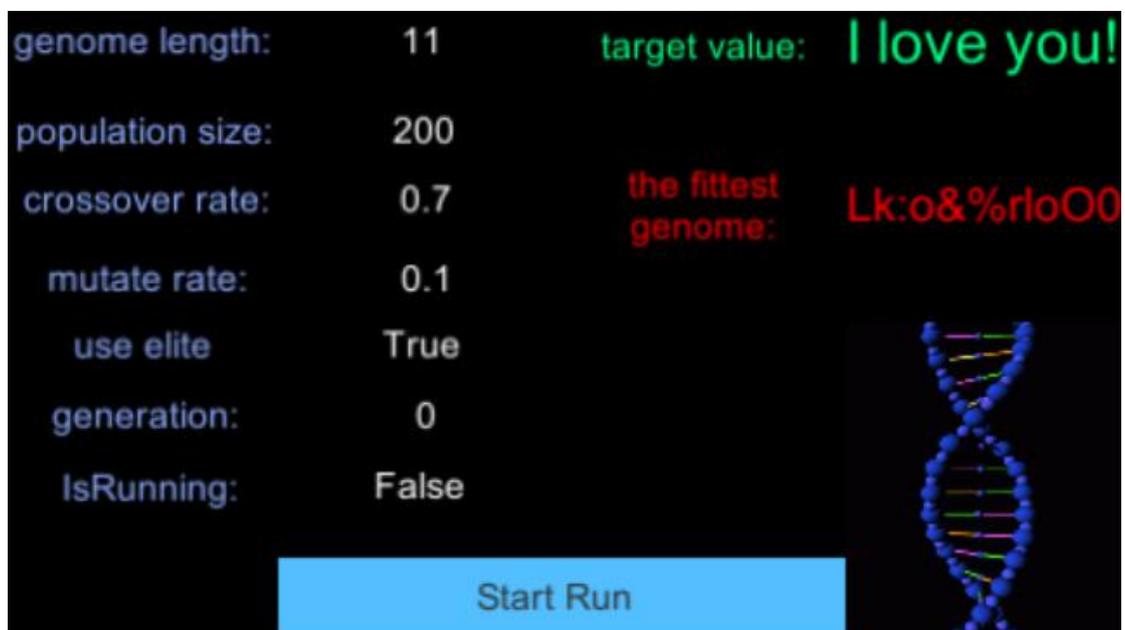


The genetic algorithm core logic is attached to the Gameobject which name is the GA_BinaryCore.You can select this gameobject ,then adjust the parameters of genetic algorithm on its inspector:

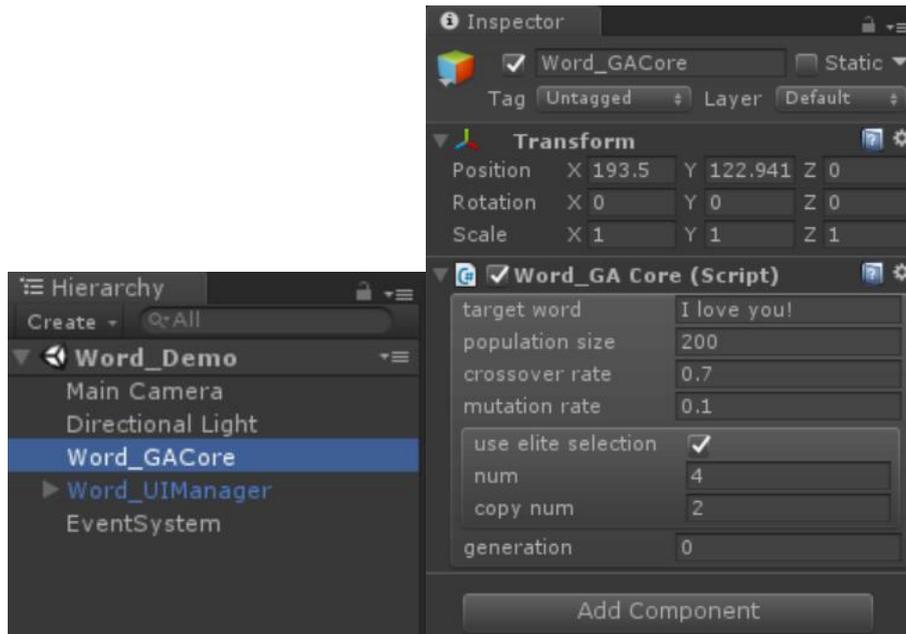


(3) Word Demo

This scene shows that, for a given length of the string, using genetic algorithms to make the contents of this string converge to the contents of a string of the same length, Until exactly the same .

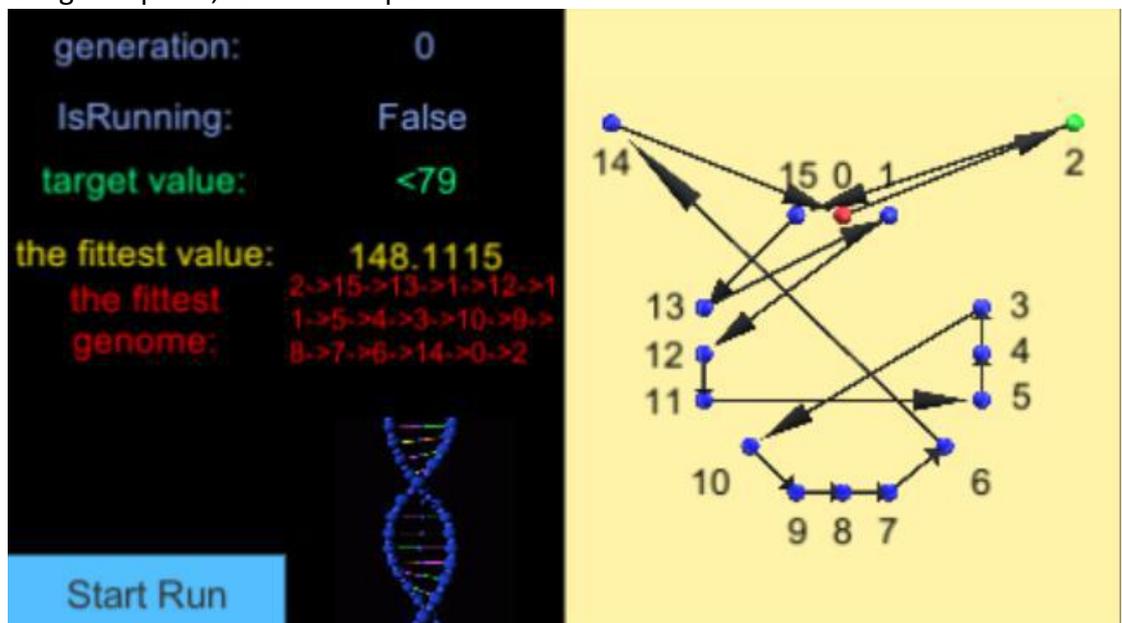


The genetic algorithm core logic is attached to the Gameobject which name is the GA_WordCore.You can select this gameobject ,then adjust the parameters of genetic algorithm on its inspector:

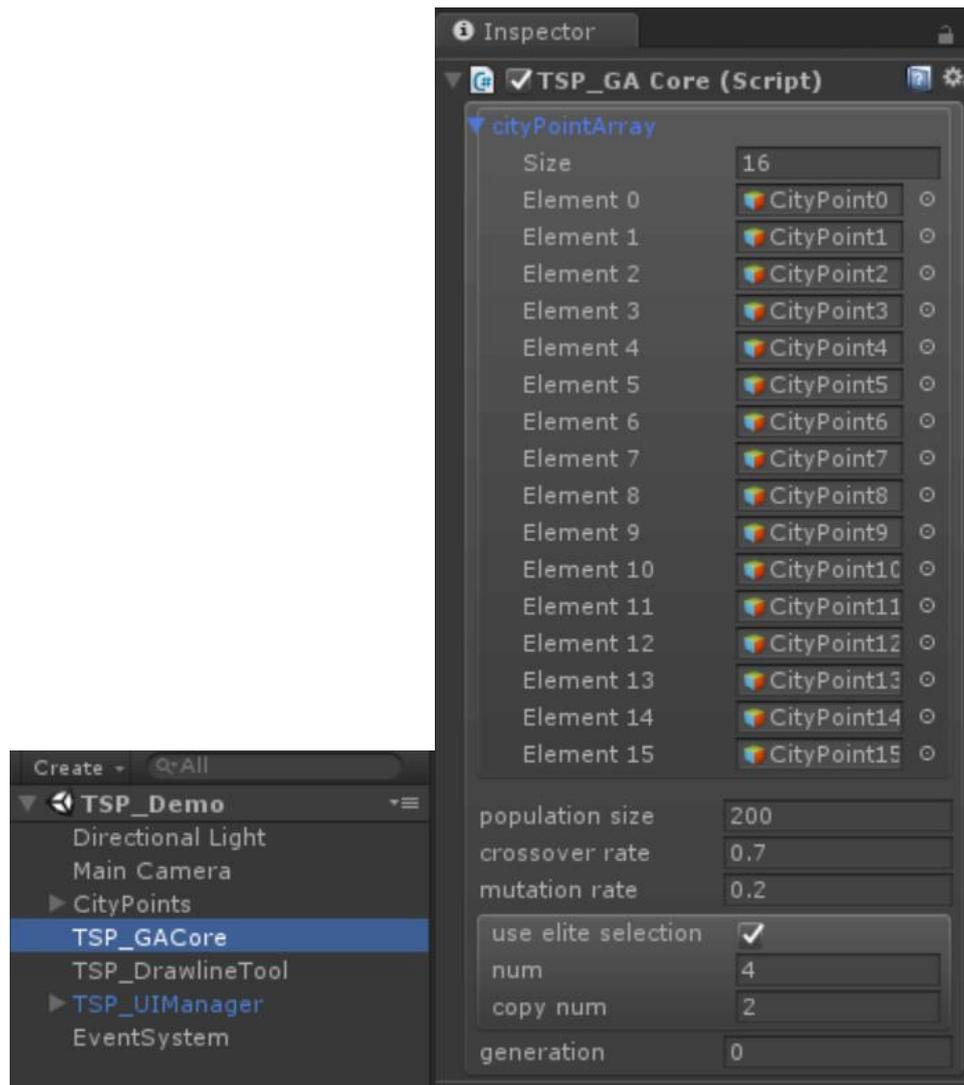


(4) TSP Demo

This scene shows the travelling salesman problem(TSP).In the yellow area,each point represent a city,the traveling salesman must determine the shortest route that will enable him to visit each city precisely once and then return back to his starting point.The green point stand for the first city which the sales man will visit,the red point stand for the last city he will visit,and then he return to the green point, to finish this path.



The genetic algorithm core logic is attached to the Gameobject which name is the GA_TSPCore.You can select this gameobject ,then adjust the parameters of genetic algorithm on its inspector:



3. Contact

If you have technical question, please contact me by email. My email address is 18311310080@163.com