

Benchmark Requirements: EC Perspective

- Suitability of fitness functions (e.g. too easy, no correlation)
- Interesting characteristics

Benchmark Requirements: Games Perspective

- Representative fitness functions \Rightarrow Generalisability
- Sensibility of fitness functions (e.g. enemy distribution)
- Interesting characteristics

Analysis

- Suitable measures and approaches to analyse fitness landscapes
- Suggestions for choice of algorithm
- Representations that simplify landscapes
- Noise in stochastic simulations