

In the present work we study and implement means to evolve players of robotic soccer. We implement our own simplified model of soccer play and libraries for genetic algorithms and artificial neural networks. We focus on players controlled by artificial neural networks in the simplified model. We use incremental learning approach in which we first train the players on simpler subtasks and then we use these players on more complex problems. The neural networks are evolved by genetic algorithms. We demonstrate different variants of genetic algorithms and we discuss achieved results.