Game Constraints

Overall

- Field - 20,000 x 20,000 pixels
- Screen - 1920 x 1080
- Time - 5 minutes

Patch

- Size - 2600 x 2600
- Number - 10
- Patches completely inside field
- Interpatch distance - >=5000
- Berry sizes - 10, 20, 30, 40
- Berry number - 20 each/patch

Reward

- Initial - 0.5 (out of 1)
- Drain rate - 0.5d/(120*400) (d distance in pixels)
- Berry reward - dia/10,000

Player

- Size - 10
- Speed - 400 pixels/s
- Arrow key movement (8 directions)