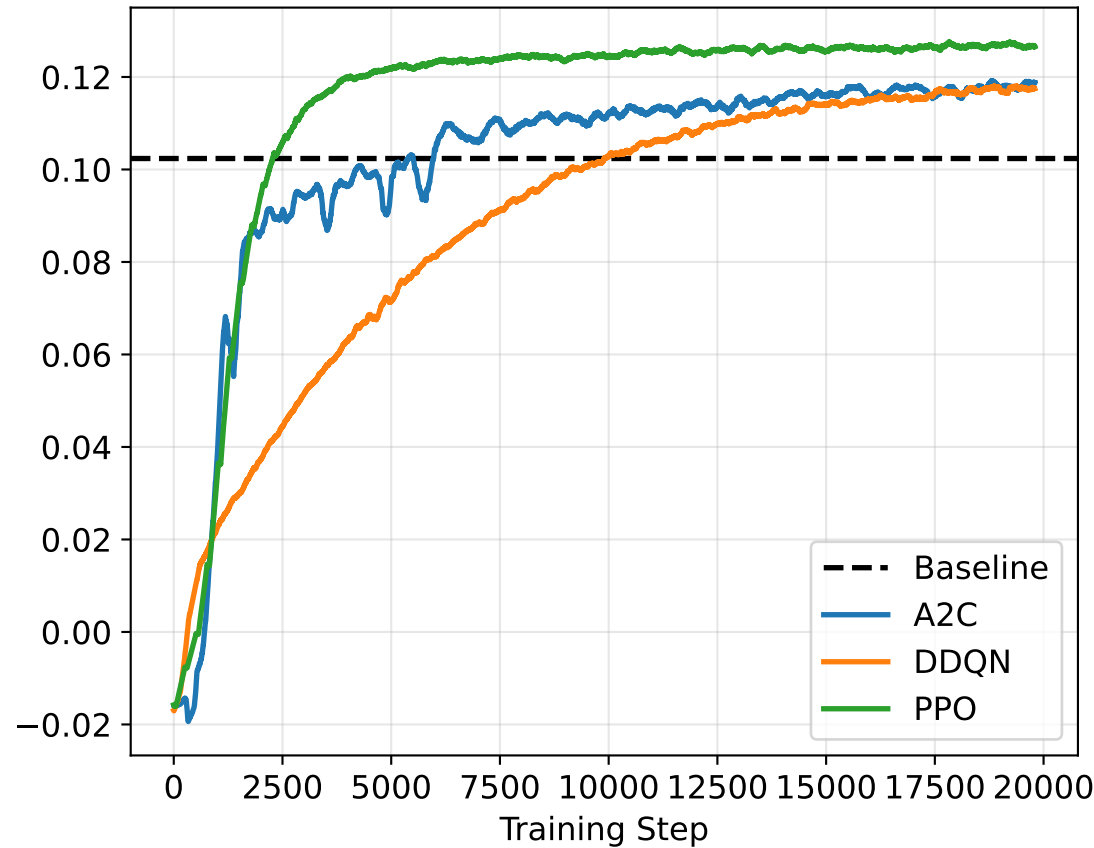
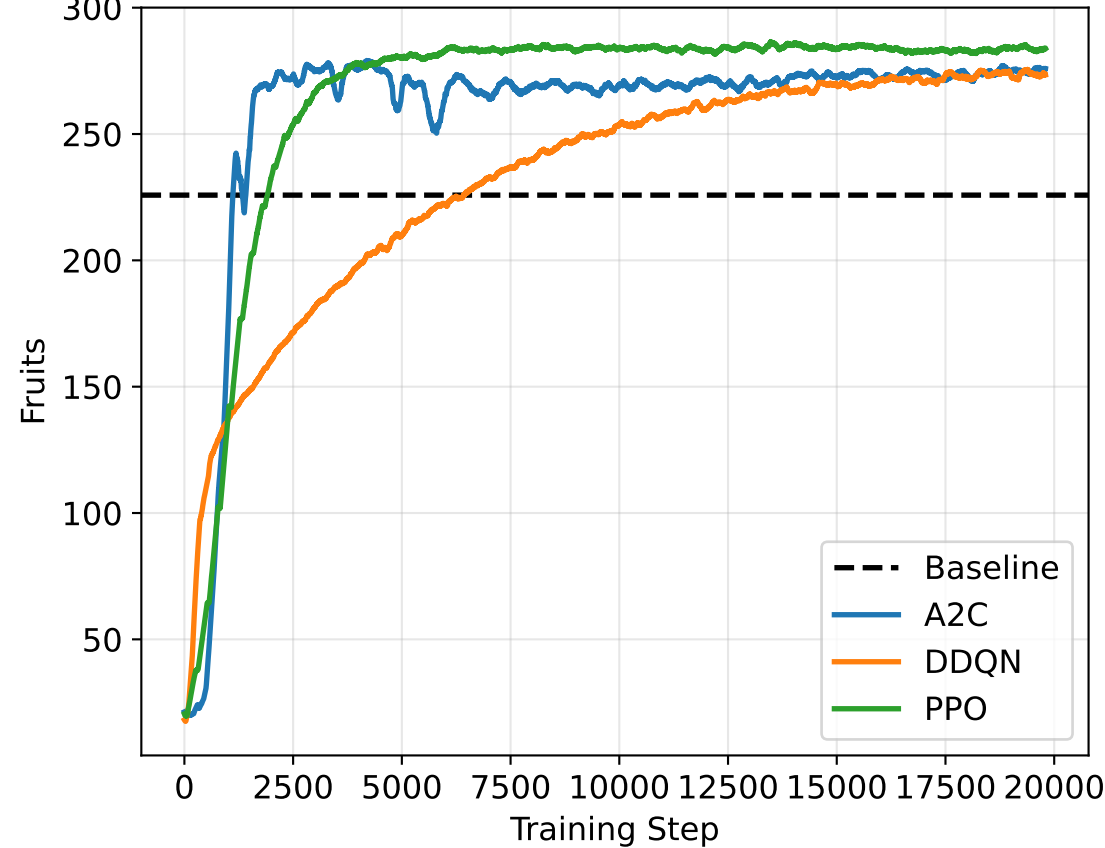


Reward per Step (Moving Average)



Fruits per Step (Moving Average)



Wall Collisions per Step (Moving Average)

