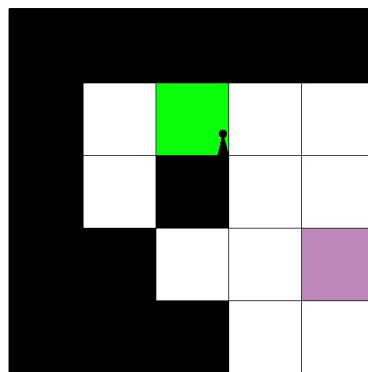## Textual observation

You are hungry! Let's cook a delicious meal. Check the cookbook in the kitchen for the recipe. Once done, enjoy your meal! You find yourself in a driveway. An usual kind of place. You start to take note of what's in the room. There is a closed glass door leading east. There is an exit to the west. Don't worry, there is no door.

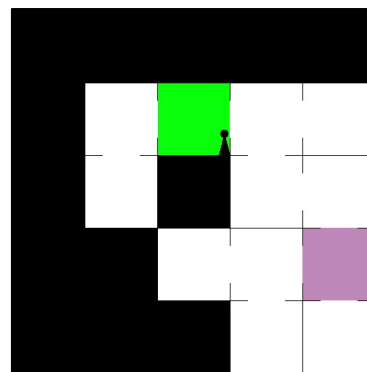## TextHandicaps

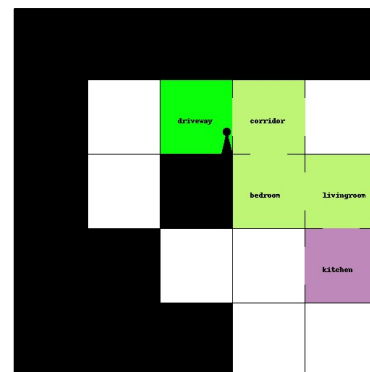| 0 | (1.0) | Text feedback from the game engine (normal gameplay). |
1	(0.85)	The output of the look and inventory commands are provided at each game step.
2	(0.77)	Relevant verbs and command templates are provided at the beginning of each game.
3	(0.73)	The list of entities relevant to the game is provided at the beginning of each game.
4	(0.65)	The text for the recipe is provided at the beginning of each game.
5	(0.50)	The set of all admissible commands is provided at each game step.

VisualHandicaps

Handicap 1   Handicap 2   Handicap 3

TextHandicaps action commands

1. Go west (wrong direction)
2. Go south (Dead-end)
3. Go north (retracing)
4. Go east (back to starting room)
5. Open glass door

VisualHandicaps action commands

1. Open glass door (use visualHandicaps)
2. Go west (use visualHandicaps)
3. Go south (use visualHandicaps)
4. Go south (use visualHandicaps)
5. Go south (reached kitchen)