Information about apuli-lib's performance

in terms of speed and accuracy. What matters is minimizing the amount of guesses required to finding the correct aswer And the speed of the algorithm (mainly that it is implemented in a reasonable way) And obviously that the program doesn't give wrong answers

Benchmarks

| Version, revision | Number of solved games | Average guess count |
|-------------------|-------------------------|---------------------|
| 0.1.0, 1 | 5:1366/3085 6:0/4221 | 4.091734197730956 |
| 0.1.0, 2 | 5:0/3085 6:0/4221 | 12 (to do) |