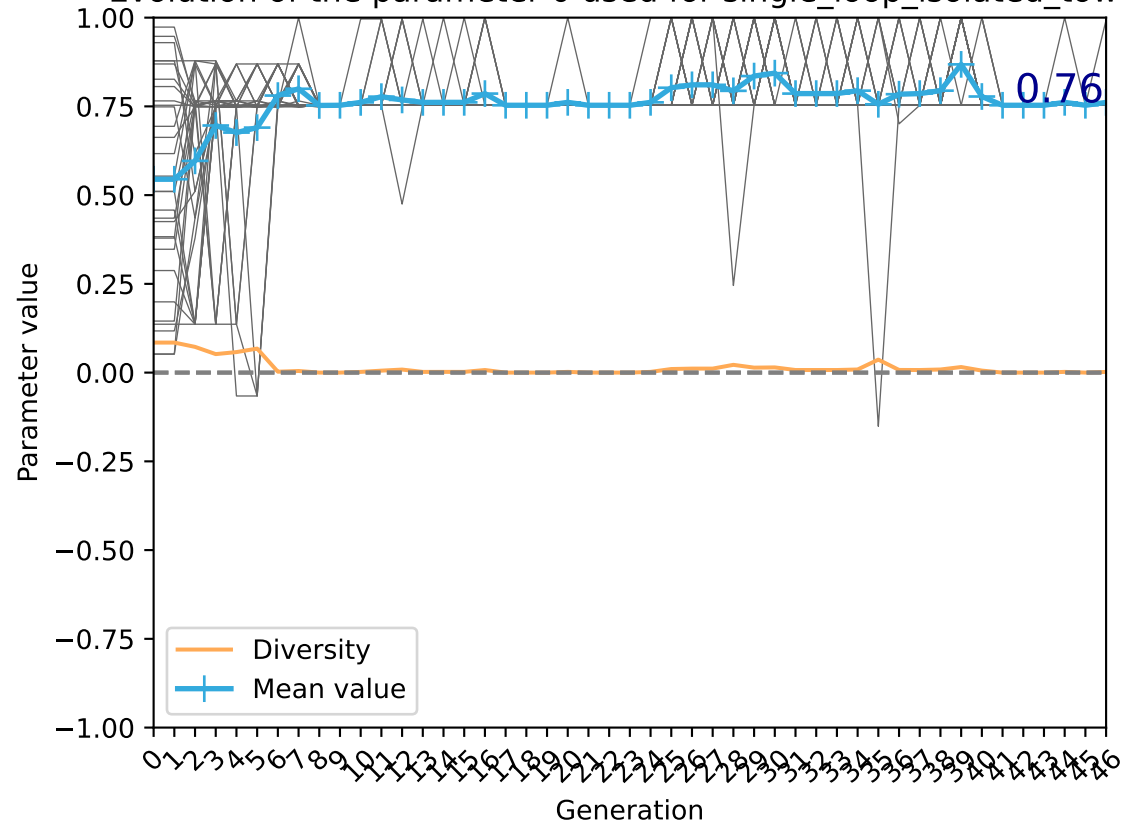
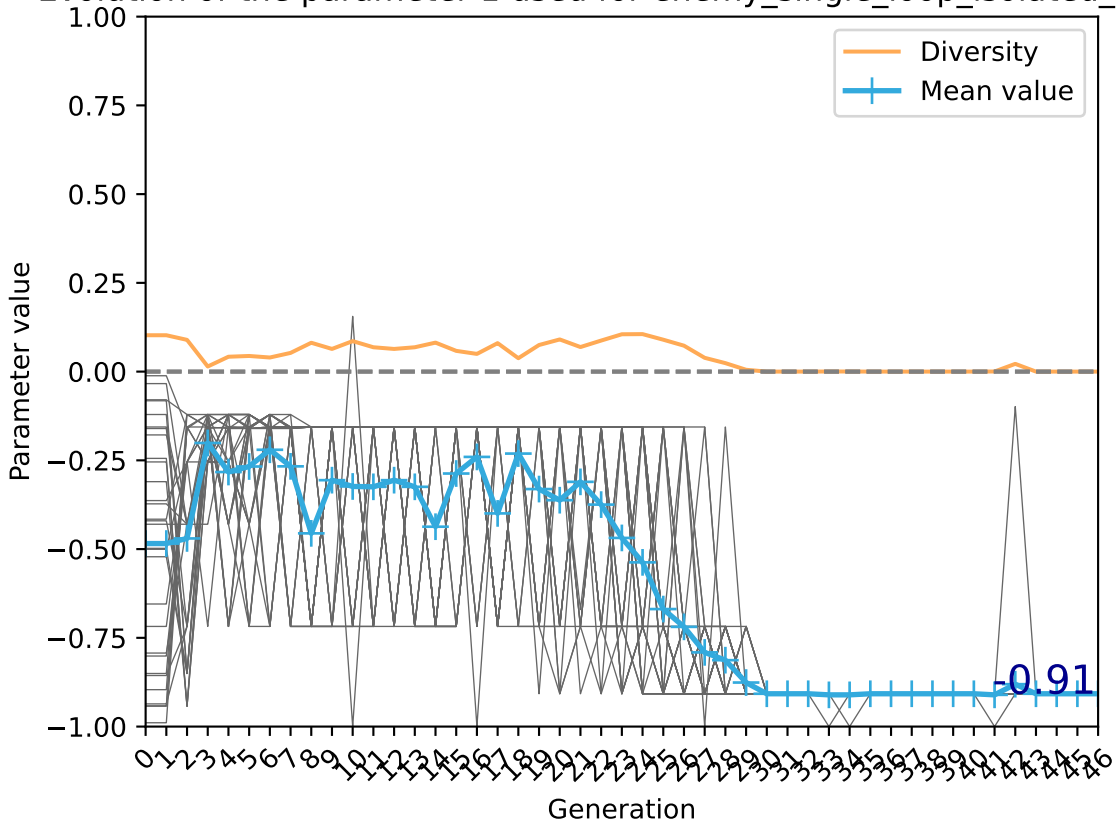


fullObsInit

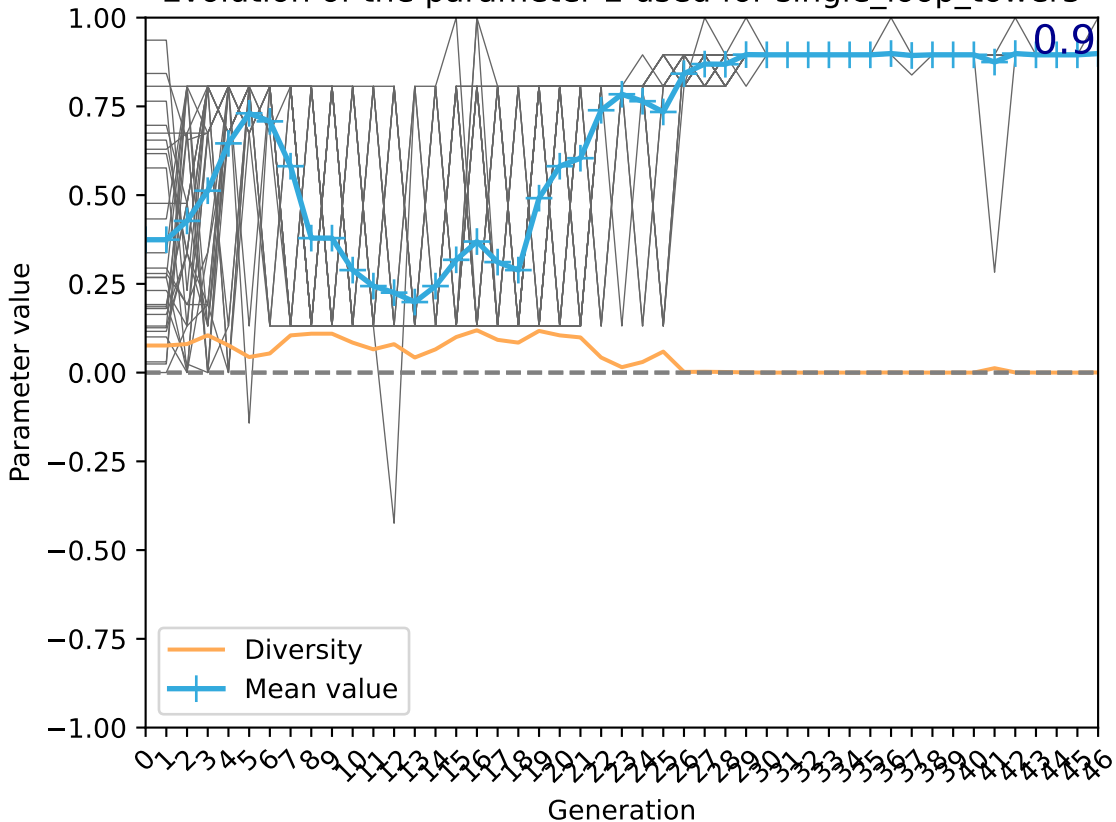
Evolution of the parameter 0 used for single_loop_isolated_tower



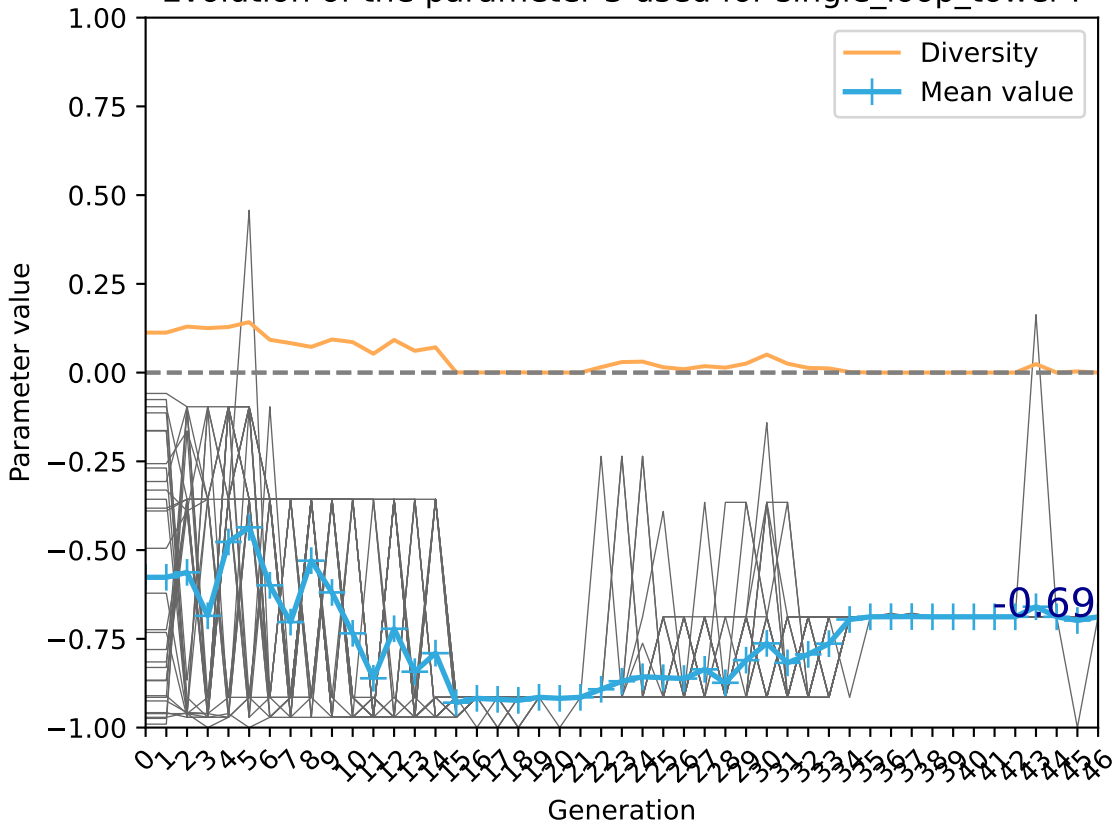
Evolution of the parameter 1 used for enemy_single_loop_isolated_tower



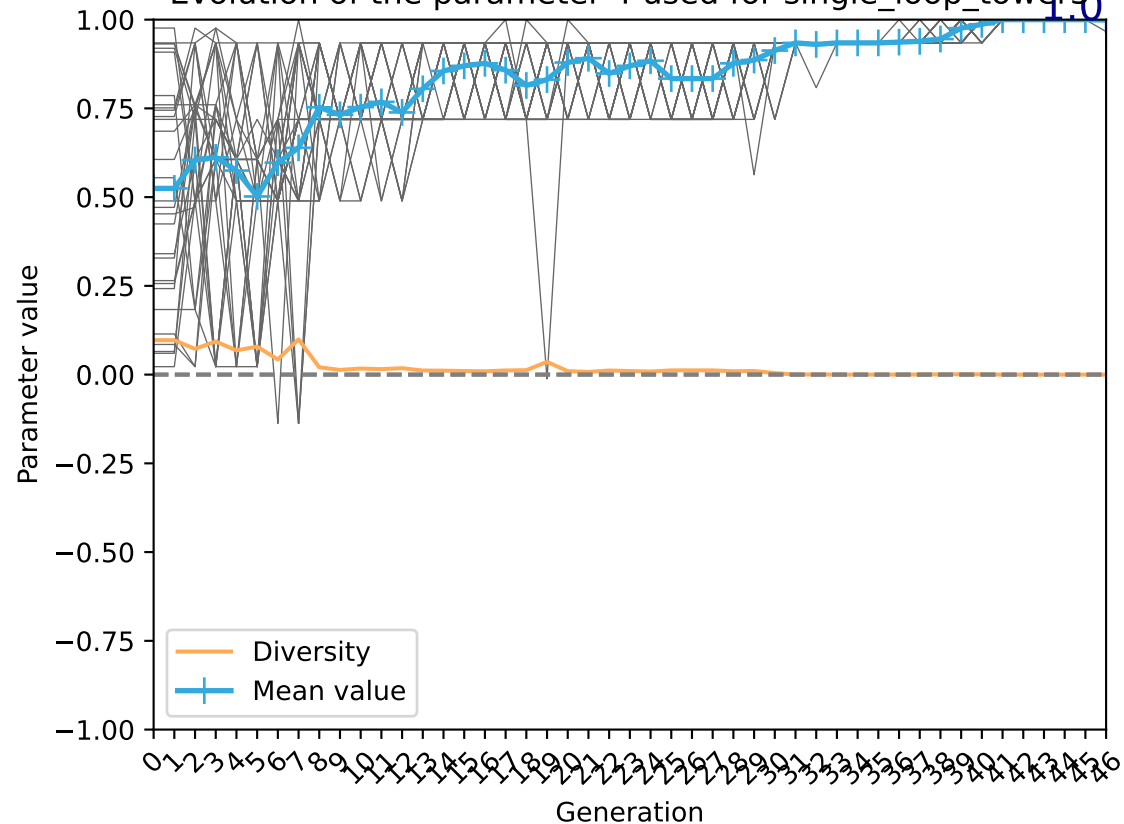
Evolution of the parameter 2 used for single_loop_tower5



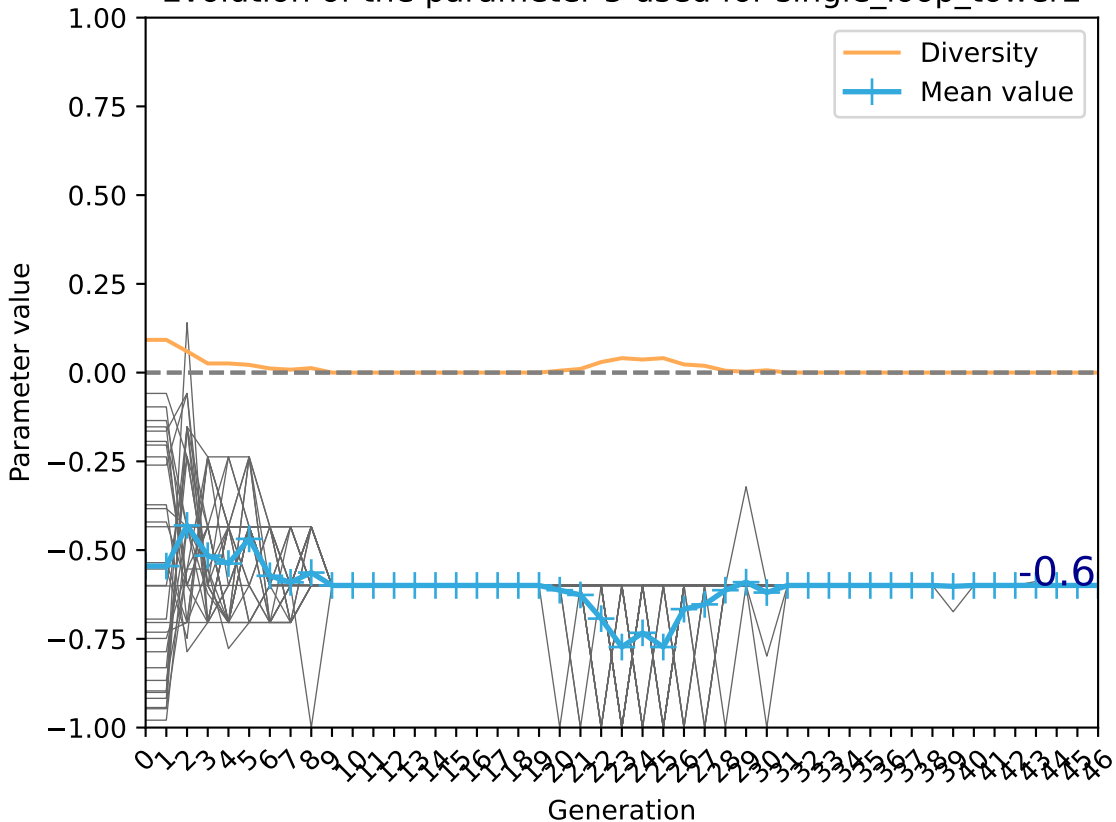
Evolution of the parameter 3 used for single_loop_tower4



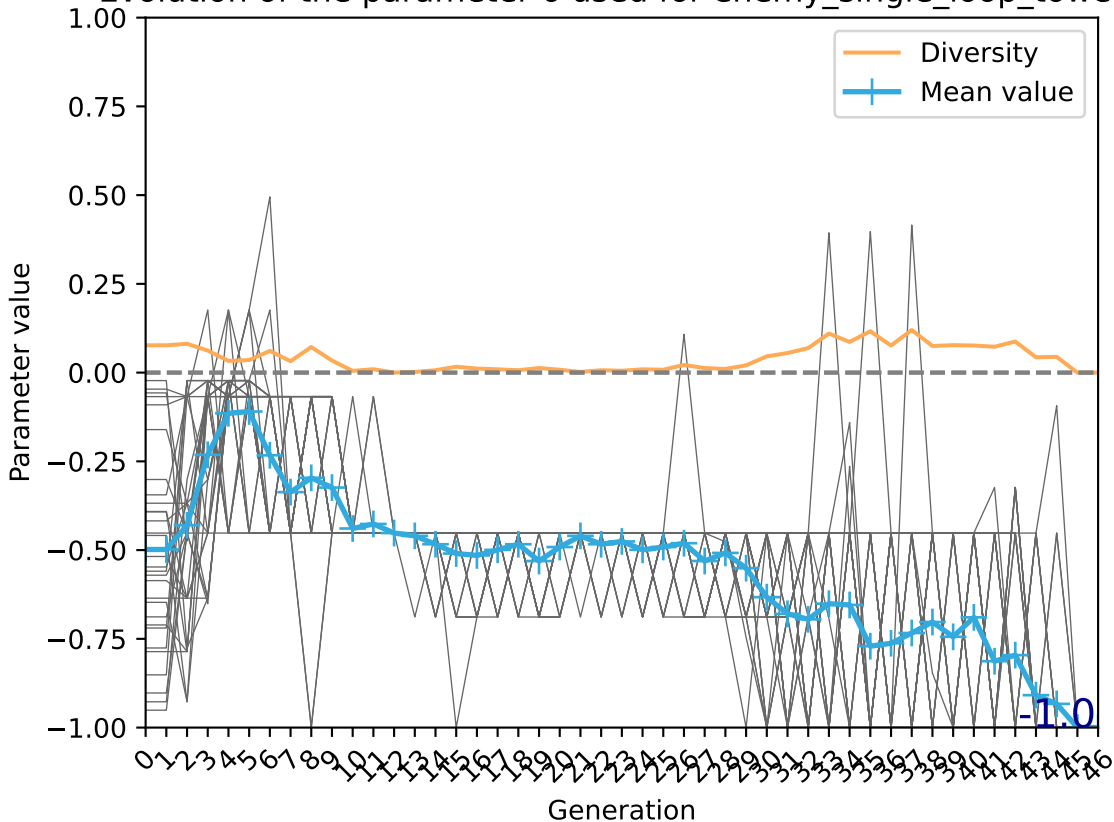
Evolution of the parameter 4 used for single_loop_tower3



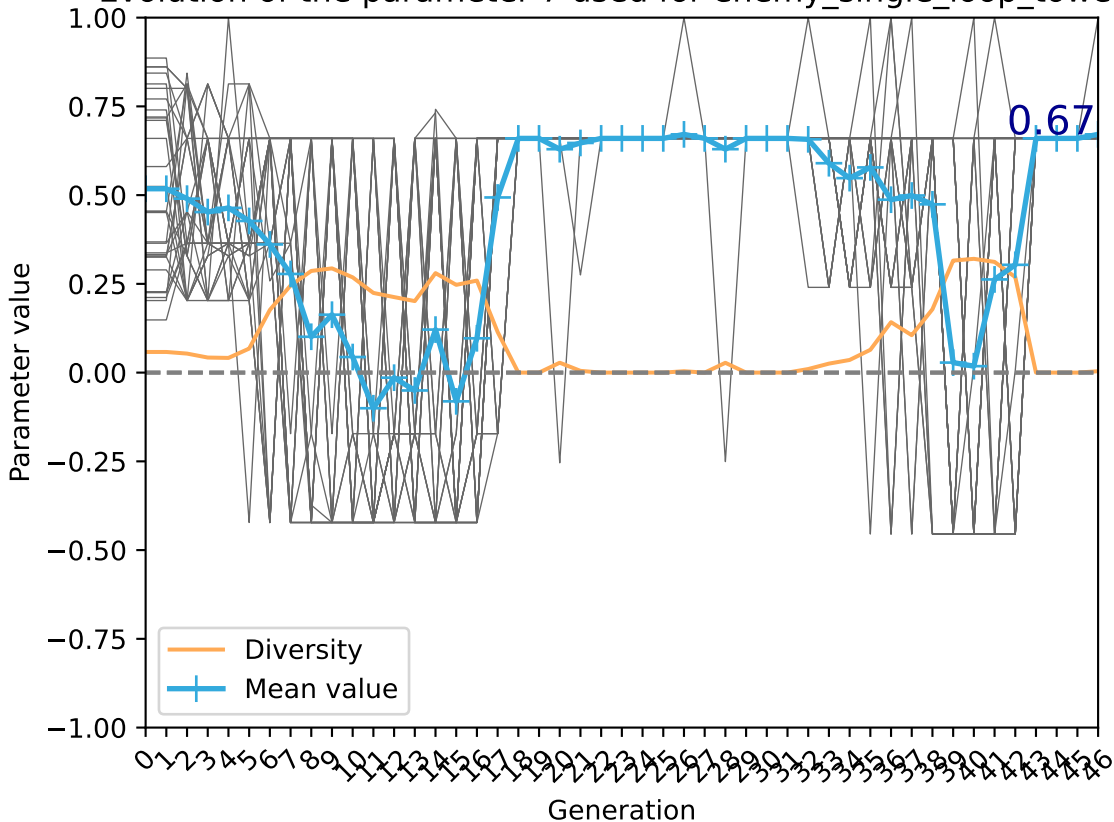
Evolution of the parameter 5 used for single_loop_tower2



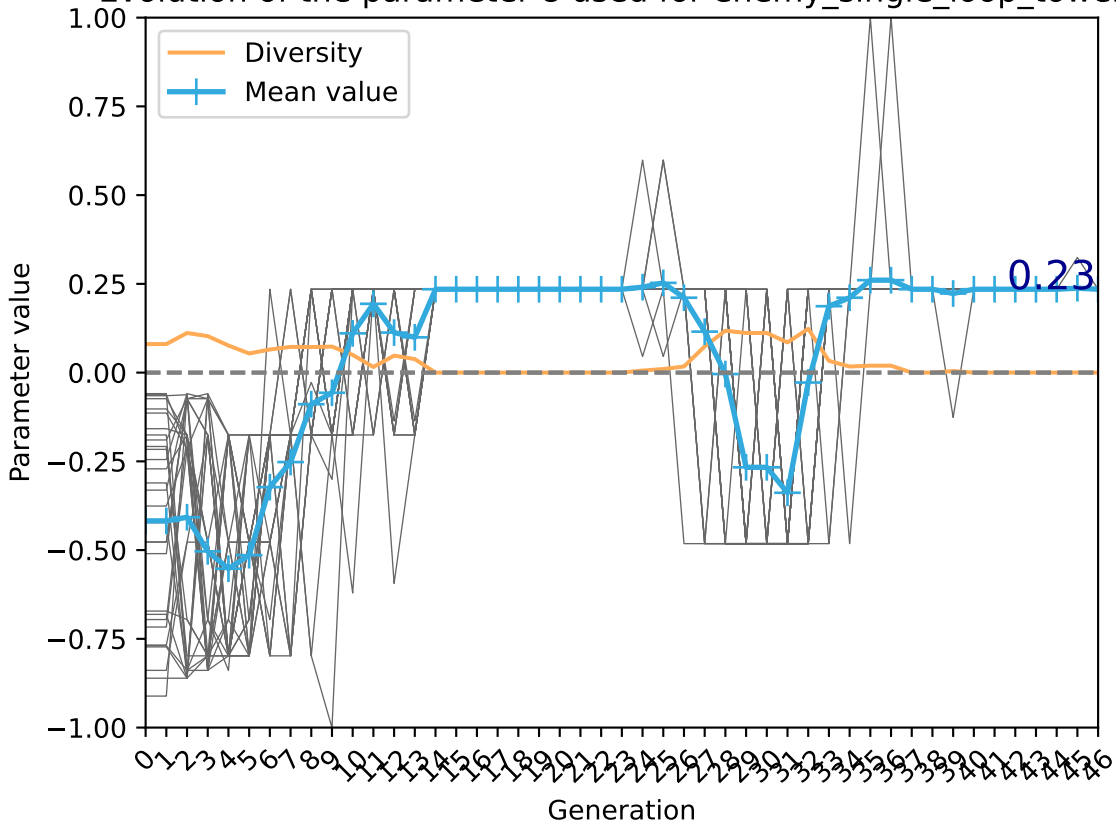
Evolution of the parameter 6 used for enemy_single_loop_tower5



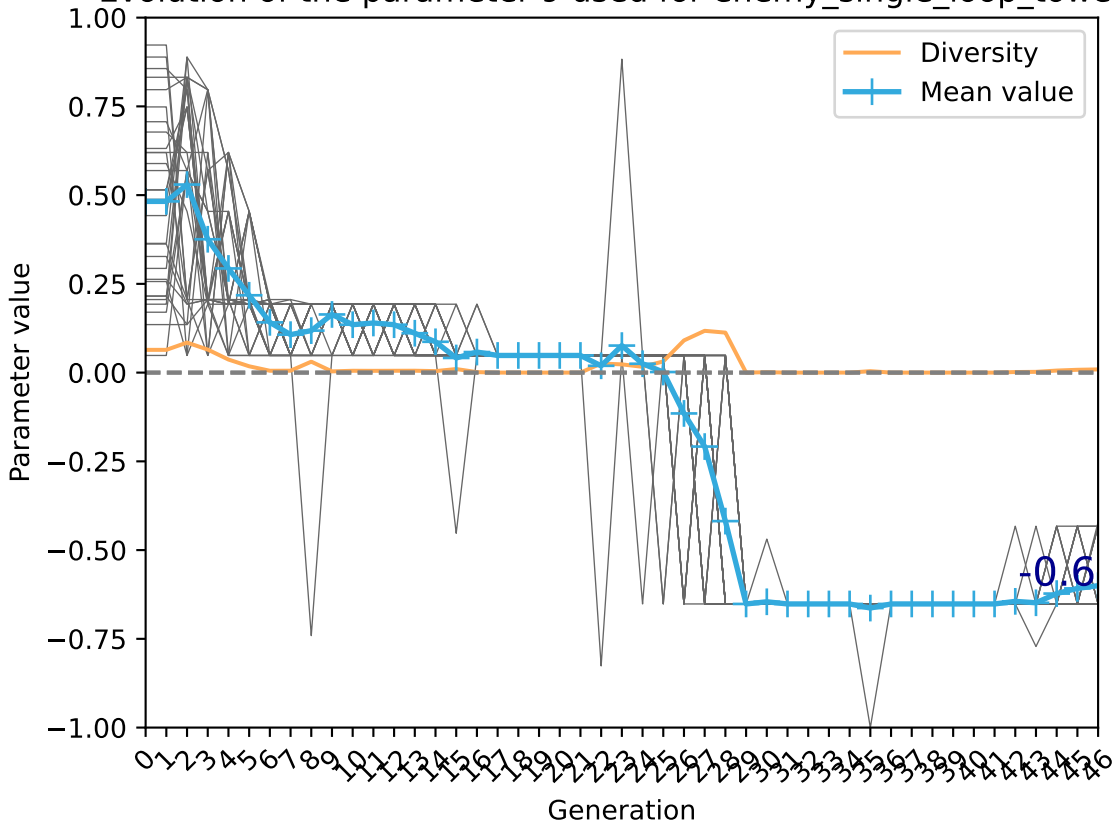
Evolution of the parameter 7 used for enemy_single_loop_tower4



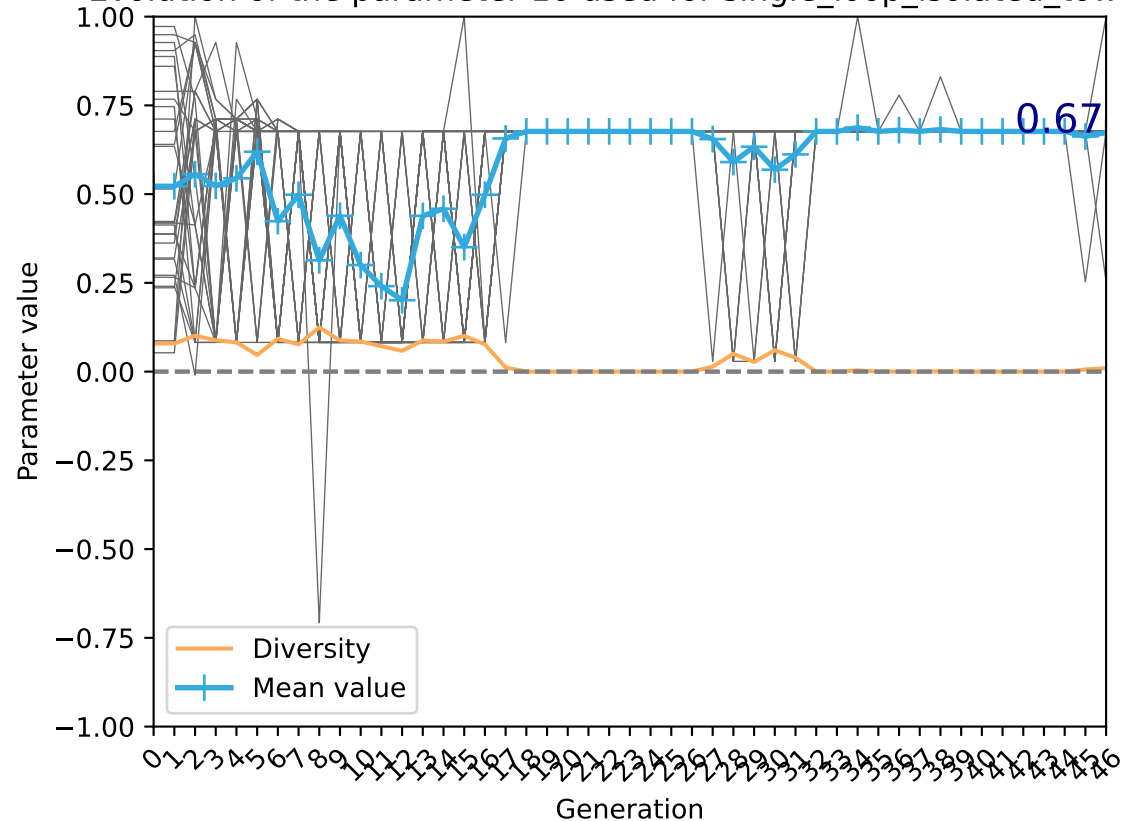
Evolution of the parameter 8 used for enemy_single_loop_tower3



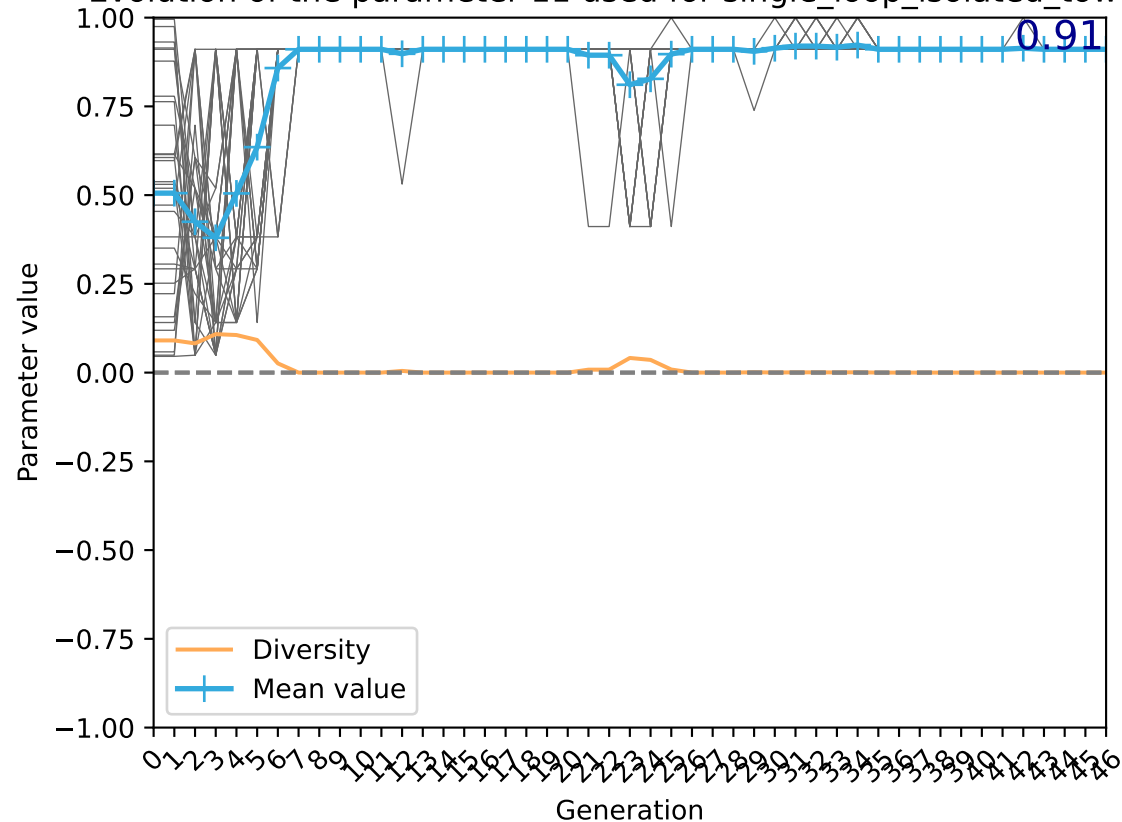
Evolution of the parameter 9 used for enemy_single_loop_tower2



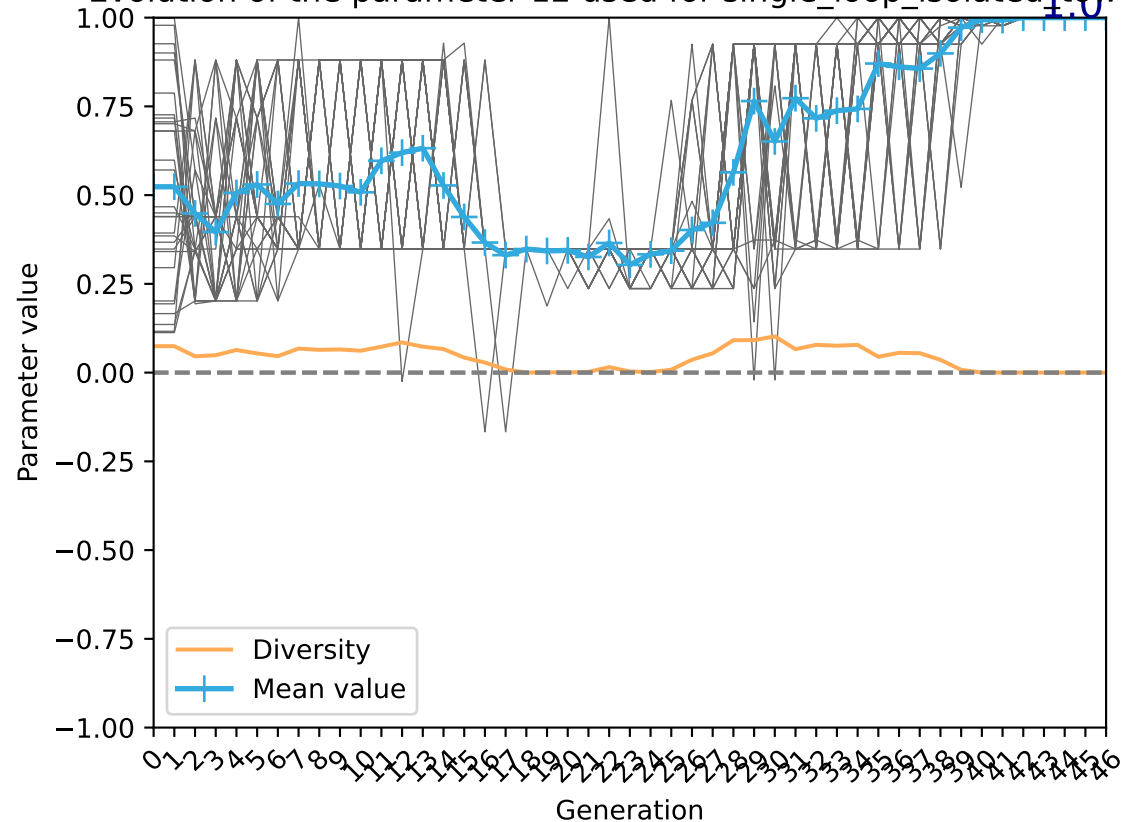
Evolution of the parameter 10 used for single_loop_isolated_tower5



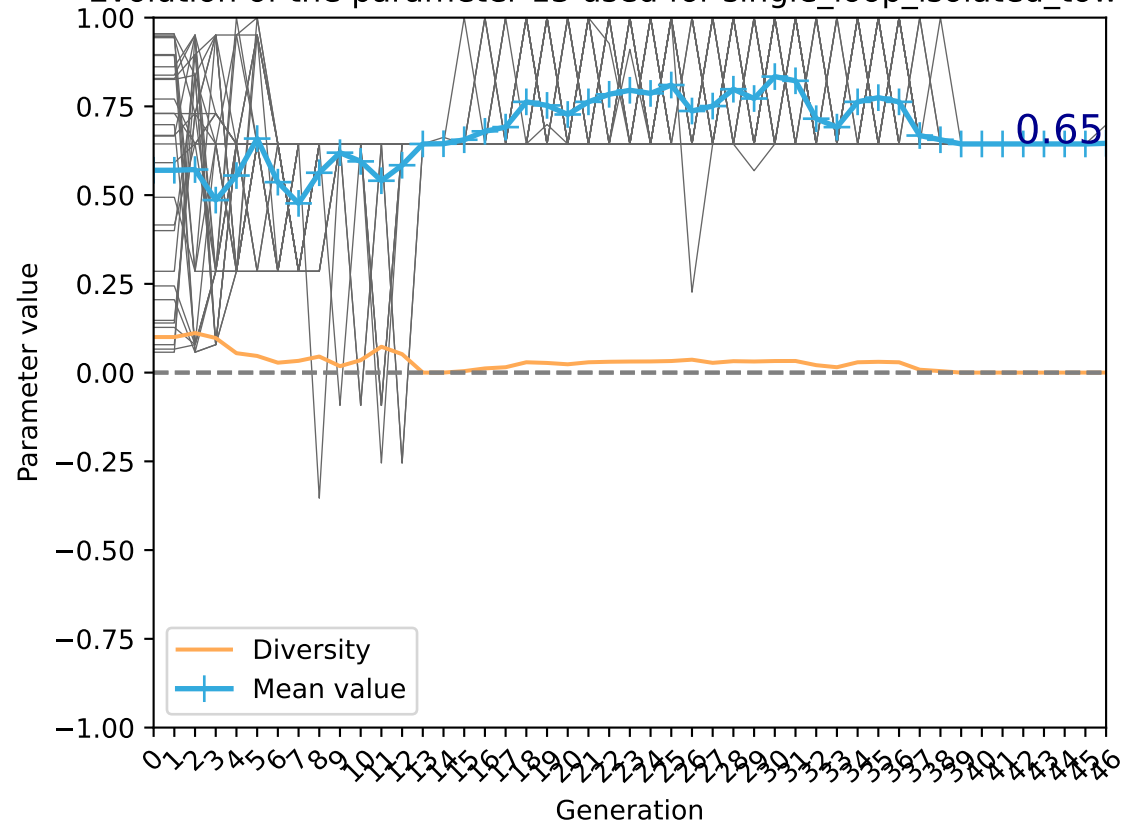
Evolution of the parameter 11 used for single_loop_isolated_tower4



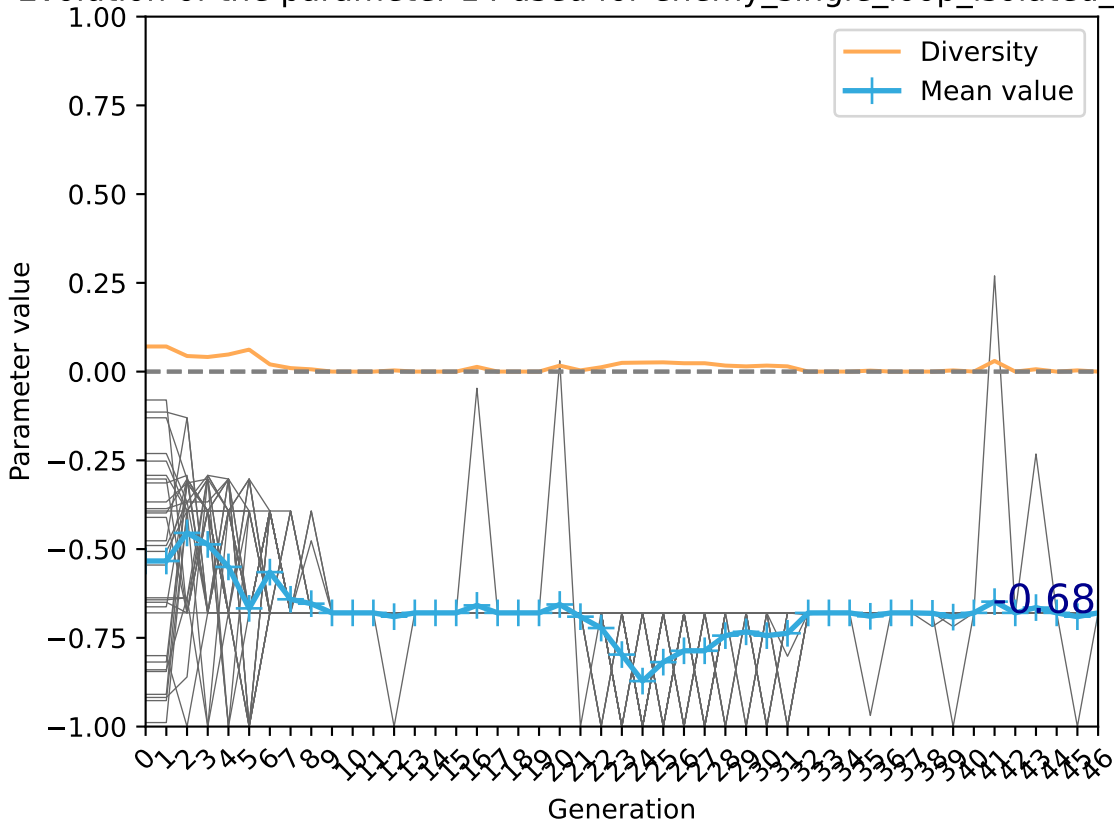
Evolution of the parameter 12 used for single_loop_isolated_tower3



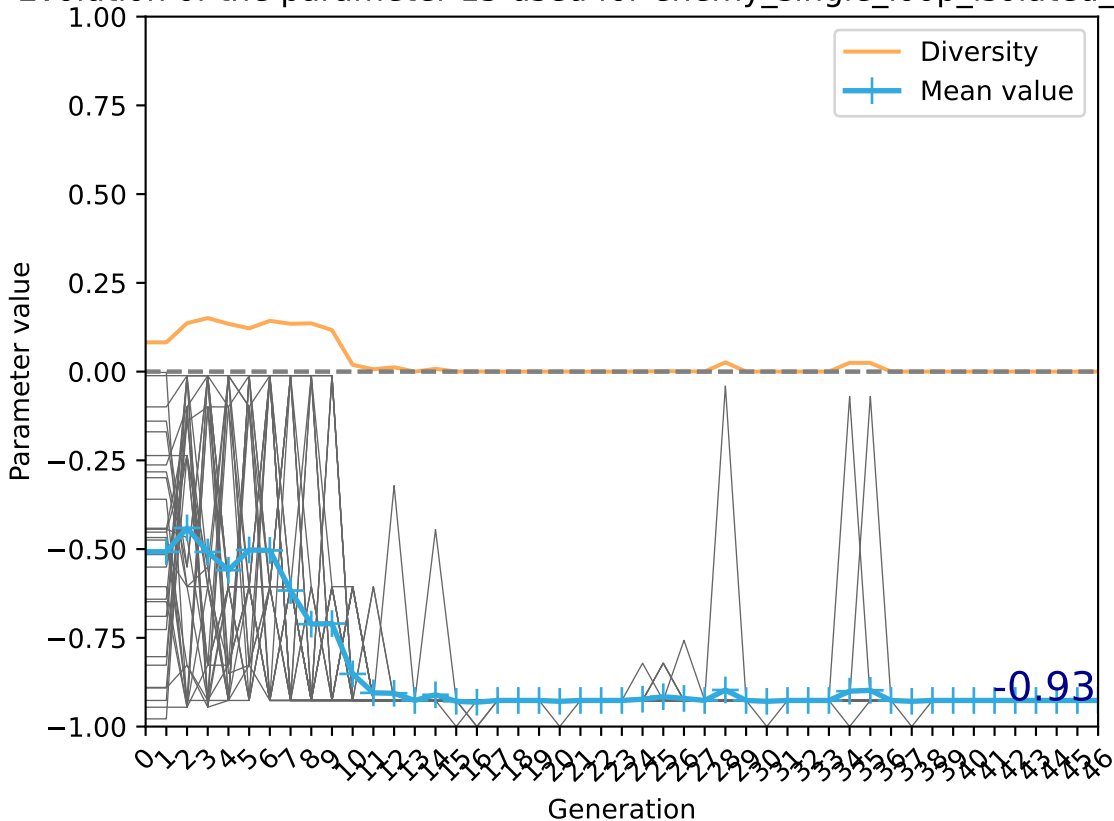
Evolution of the parameter 13 used for single_loop_isolated_tower2



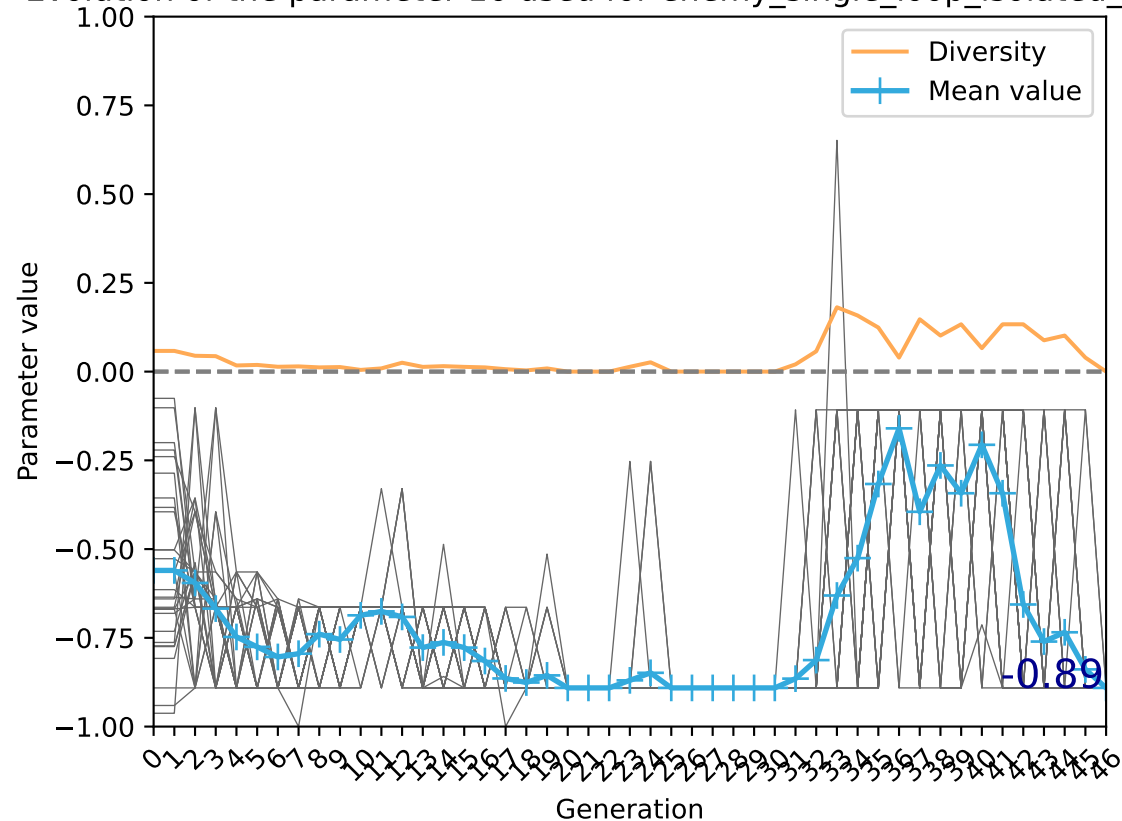
Evolution of the parameter 14 used for enemy_single_loop_isolated_tower5



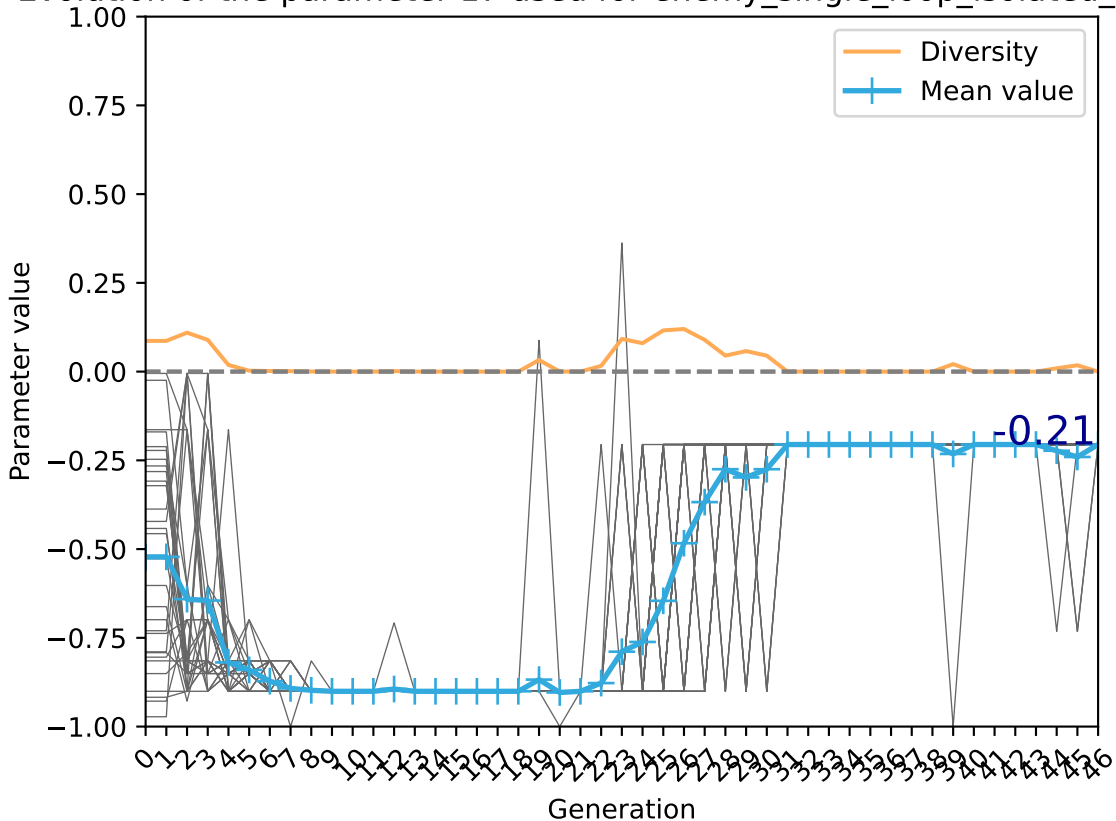
Evolution of the parameter 15 used for enemy_single_loop_isolated_tower4



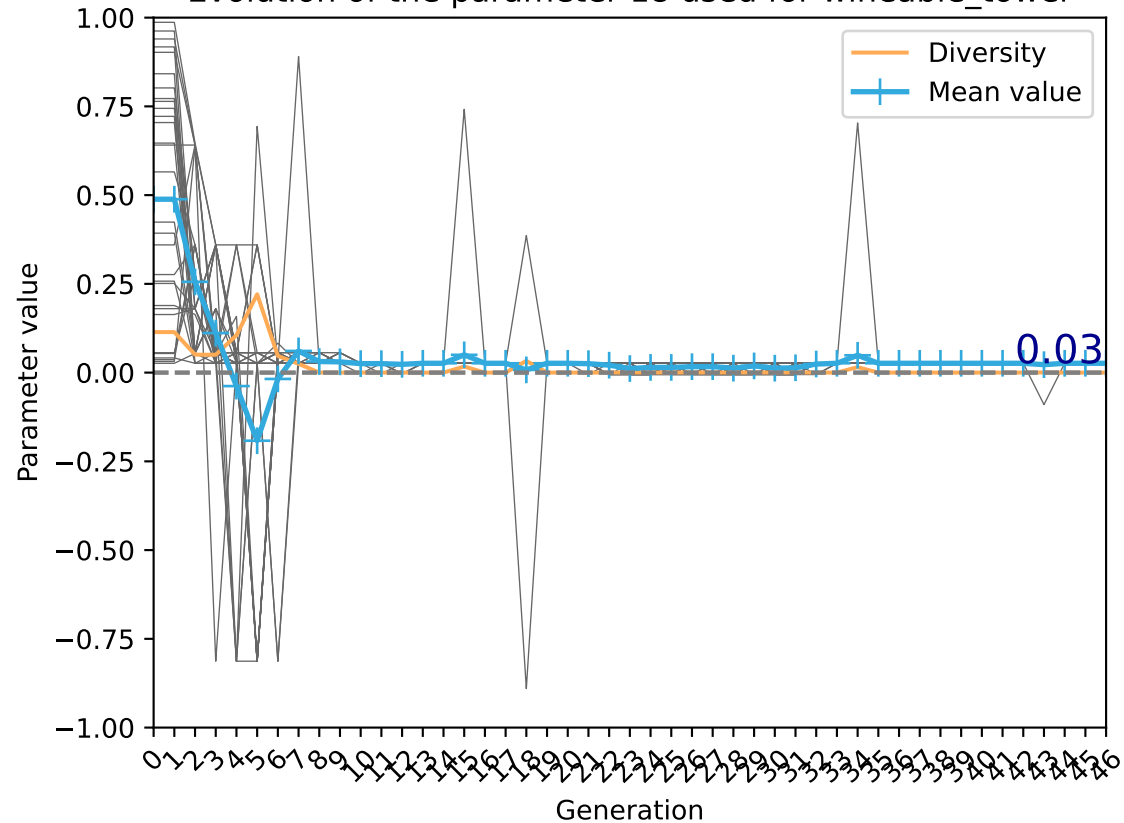
Evolution of the parameter 16 used for enemy_single_loop_isolated_tower3



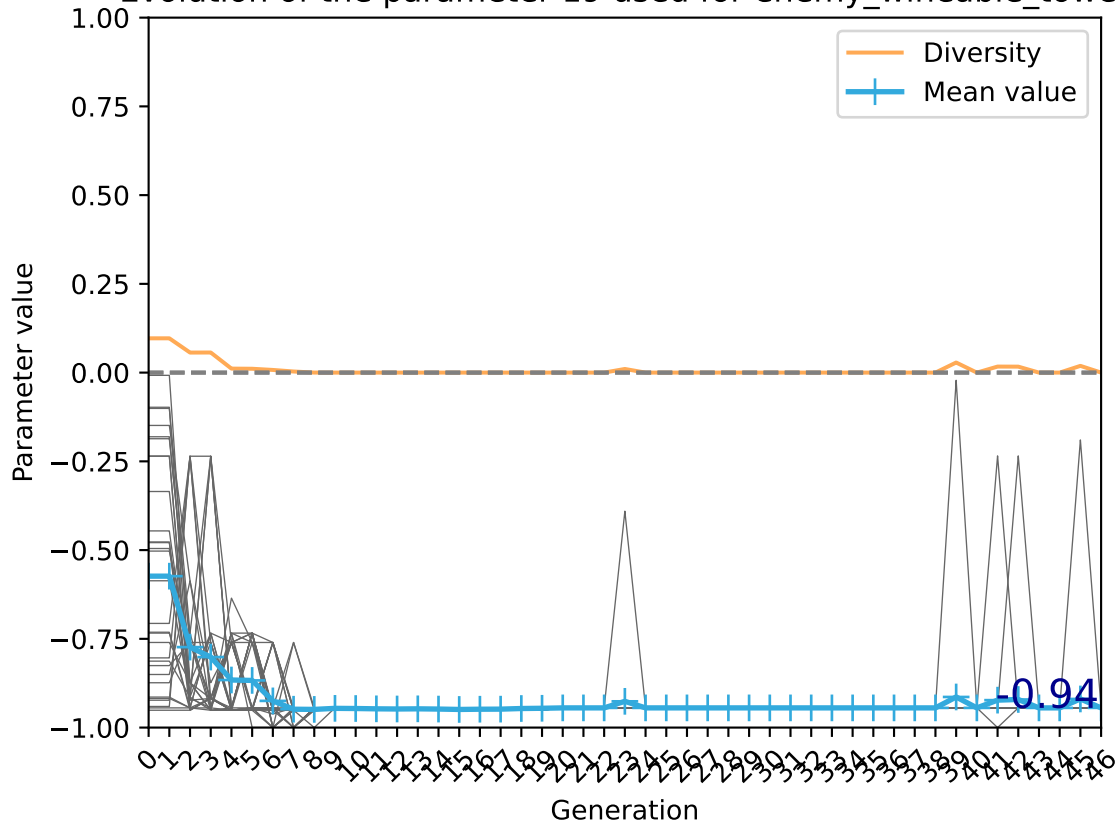
Evolution of the parameter 17 used for enemy_single_loop_isolated_tower2



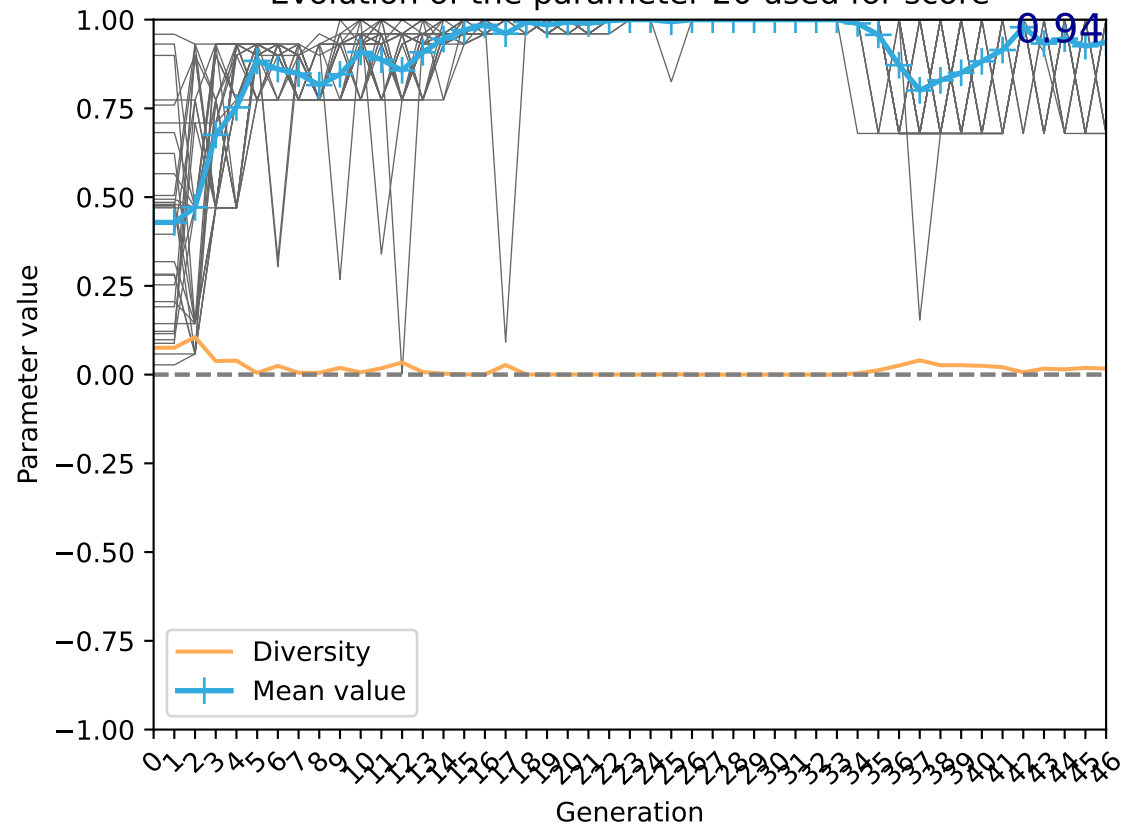
Evolution of the parameter 18 used for wineable_tower



Evolution of the parameter 19 used for enemy_wineable_tower



Evolution of the parameter 20 used for score



Evolution of the parameter 21 used for remaining_actions

