[17.97265625, 18.340499877929688, 18.107833862304688, 17.74615478515625, 18.2548828125] the time elapsed for mode = 0 and difficulty = 1

[42, 46, 36] [35, 23, 20] [4, 8, 17] the red, blue, yellow coins colleceted for mode = 0 and difficulty = 1

adamspace\_testgood did not die

[19.7991943359375, 19.7420654296875, 5.972900390625, 18.6943359375, 19.9569091796875, 17.724609375, 3.0545654296875, 18.703125, 18.7176513671875, 18.49853515625, 3.3299560546875] the time elapsed for mode = 0 and difficulty = 1

[42, 46, 36, 35, 8] [35, 23, 20, 42] [4, 8, 17, 46] the red, blue, yellow coins colleceted for mode = 0 and difficulty = 1

[36, 35, 8] [20, 42, 23] [17, 4, 46] the red, blue, yellow cooins collected before dying [17.081268310546875, 17.439849853515625, 18.662567138671875] the time elapsed for mode = 1 and difficulty = 1

[42, 46, 36] [35, 23, 20] [4, 8, 17] the red, blue, yellow coins colleceted for mode = 1 and difficulty = 1

adamspace\_testgood did not die

[] the time elapsed for mode = 1 and difficulty = 1

[] [] [] the red, blue, yellow coins colleceted for mode = 1 and difficulty = 1

adamspace\_testbad did not die

[17.4249267578125, 17.38177490234375] the time elapsed for mode = 2 and difficulty = 1

[23, 20] [46, 36] [8, 17] the red, blue, yellow coins colleceted for mode = 2 and difficulty = 1

adamspace\_testgood did not die

[19.25732421875, 20.058837890625] the time elapsed for mode = 2 and difficulty = 1

[23, 20] [46, 36] [8, 17] the red, blue, yellow coins colleceted for mode = 2 and difficulty = 1

adamspace\_testbad did not die

[] the time elapsed for mode = 3 and difficulty = 1

[] [] [] the red, blue, yellow coins colleceted for mode = 3 and difficulty = 1

adamspace\_testgood did not die

[20.6937255859375, 20.6551513671875] the time elapsed for mode = 3 and difficulty = 1

[17, 4] [20, 35] [36, 42] the red, blue, yellow coins colleceted for mode = 3 and difficulty = 1

adamspace\_testbad did not die