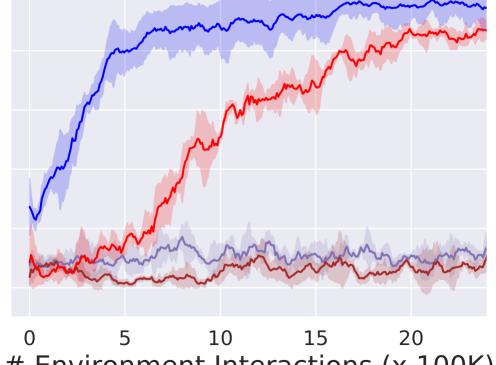
Point Navigation with Sparse Reward



# Environment Interactions (x 100K)