

State
+ time_since_reset: float
+ total_energy_spent_since_reset: float
+ actors: Actor[]
+ observers: Observer[]
+ reward_for_last_step: float

Observer/Sensor
+ name: string
+ data: byte[]
+ position: float[]
+ rotation: float[]

Actor
+ name: string
+ rotation: float[]
+ position: float[]
+ motors: Motor[]

Motion
+ actor_name: string
+ motor_name: string
+ strength: float

Reaction
+ motions: Motion[]
+ reset: bool

Motor
+ binary: boolean
+ energy_cost: float
+ energy_spend_since_reset: float
+ name: string