**Summary of Understand of Changes**

* Confirmation: On case where successRatio + Desire – Fear = 0, the creature will move
* At the end of each experiment show the following KB information
  + Convert the outcome value to success and hit tallies for each configuration
  + Keep mean and variance values for each

|  |  |  |  |
| --- | --- | --- | --- |
|  | Near | Mid | Far |
| Slow | Success, Hit  Mean Success, Var Success  Mean Hit, Var Hit | Success, Hit  Mean Success, Var Success  Mean Hit, Var Hit | Success, Hit  Mean Success, Var Success  Mean Hit, Var Hit |
| Med | Success, Hit  Mean Success, Var Success  Mean Hit, Var Hit | Success, Hit  Mean Success, Var Success  Mean Hit, Var Hit | Success, Hit  Mean Success, Var Success  Mean Hit, Var Hit |
| Fast | Success, Hit  Mean Success, Var Success  Mean Hit, Var Hit | Success, Hit  Mean Success, Var Success  Mean Hit, Var Hit | Success, Hit  Mean Success, Var Success  Mean Hit, Var Hit |

For convenience, I have added this new information directly into the KB files, however the simulator ignores these fields when importing a previous KB

* Add header for states within the stats output, add mean and variance for the number of success, hit for each state
* Fix the Debug folder structure in SVN
* Add all zero states to table