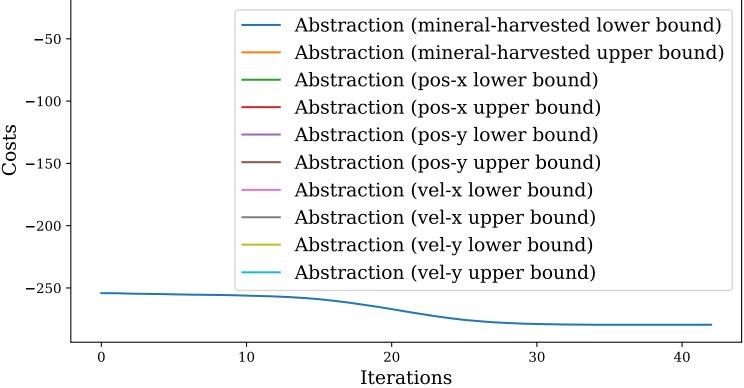**Best Costs per Iteration (MarsRover)**

Legend:
- Abstraction (mineral-harvested lower bound)
- Abstraction (mineral-harvested upper bound)
- Abstraction (pos-x lower bound)
- Abstraction (pos-x upper bound)
- Abstraction (pos-y lower bound)
- Abstraction (pos-y upper bound)
- Abstraction (vel-x lower bound)
- Abstraction (vel-x upper bound)
- Abstraction (vel-y lower bound)
- Abstraction (vel-y upper bound)

X-axis: Iterations
Y-axis: Costs