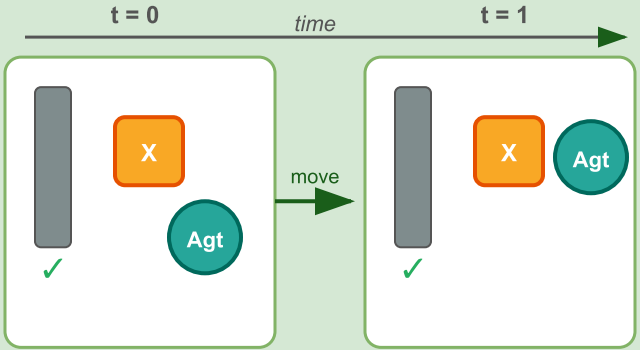
Static

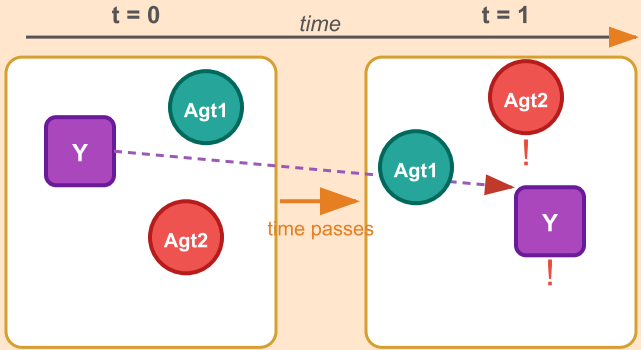


Environment unchanged

Only the agent moved

obstacles: **identical**

Dynamic



Environment changes independently

Other agents and objects move on their own

Agent must react to external changes!