Pacing environment - OPPOSD

Legend:
- 2000
- 2000
- 2000
- 3000
- 3000
- 3000
- 6000
- 6000
- 6000
- 12000
- 12000
- 12000
- 24000
- 24000
- 24000
- Heuristic algorithm average score

Y-axis: Episode return

X-axis: Environment interaction