CurricuLLM generated reward for AntMaze

```
def compute_reward_curriculum(self):
    # Calculate the magnitudes
    velocity_magnitude = np.linalg.norm(torso_velocity)
    angular_velocity_magnitude =
        np.linalg.norm(torso_angular_velocity)
    # As goal_distance is received as an array but
    expected to be treated as scalar
    goal_distance_magnitude
        = np.linalg.norm(goal_distance)
    # Weighting parameters setup reflecting curriculum
    learning
    velocity_weight = 0.15
    # Substantial reduction to focus on goal
    achievement
    angular_velocity_weight = 0.15
    # Maintain orientation control importance
    goal_distance_weight = 0.5
    # Continuing to incentivize movement towards goal,
    but with lesser intensity due to the new success
    condition
    success_reward_weight = 2.0
    # High emphasis on reaching close proximity to the
    goal
    ...
```