

LLM-zeroshot generated reward for AntMaze

```
def compute_reward_curriculum(self):  
    # Define reward for reaching the goal  
    success_reward_weight = 10.0  
    success_reward = 0.0  
    if goal_distance < 0.45:  
        success_reward = 1.0  
  
    # Calculate total reward  
    reward = success_reward_weight * success_reward
```