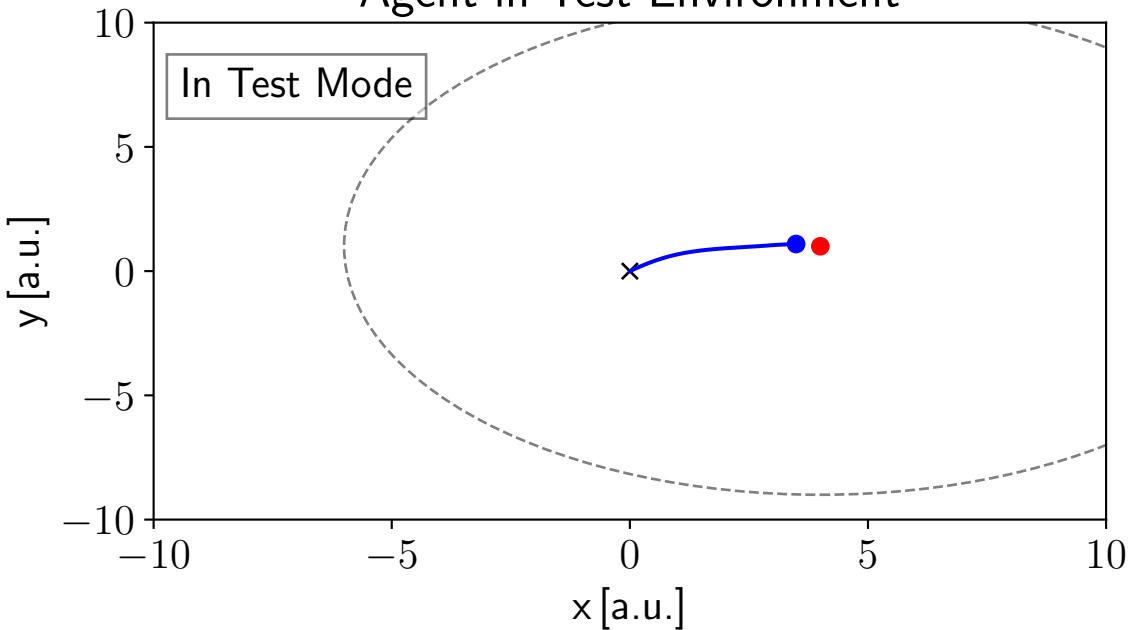


Agent in Test Environment



× Spawn

● Agent

● Goal

Maximum Goal Distance