Agent-based model of bumblebee foraging

FIT3036 Computer Science Project

Test Report

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Based on Simulation Design (2012) by A.G Dyer, A. Dorin and K.B.

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NAME: Michael Hieu Nguyen **STUDENT ID:** 22042962 **DATE:** 23/05/2012

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1. Introduction

This report details the various testing methodologies and the results used to ensure correct functionality of the supplied bee foraging model

The approach to testing comes with many difficulties, many of which originate from the agent-based programming paradigm. Unlike conventional object oriented languages, agent-based programming at least in NetLogo, does not allow for the construction of testing methods to ensure all components are functional and does not have a large set of tools to accommodate automated testing.

As such, a combination of white box testing and black box (but not grey-box testing) was used. Since the simulation is based off Simulation Design (2012), many of the tests to are completed to a specification-based standard through acceptance testing to ensure our implementation is working to the description. Stress testing is used to explore the structure and stability of the code base.

2. Tools

The NetLogo IDE comes with a variety of tools to help debug and test.

It has an inbuilt syntax checker and compile-time debugger can pick up errors that involve calls from an incorrect context (for example, setting a turtle's attribute from a patch context). The inclusion of these tools clear out all of the agent-based bugs that may have arisen through inexperience.

NetLogo provides a useful monitor that allows programmers to inspect the attributes of an agent and its attributes during run time and was used extensively to monitor correct behaviour. Most if not all tests performed used the agent monitor.

3. Testing

Testing of the 3 main strategies "Switch", "Learn" and "Stay" are crucial to ensure the model is capable of answering the main question proposed "Which strategy is better?" Because these strategies are outlined in Simulation Design (2012), the best method to test that our implementation of it adheres to the description is to do specification-based acceptance testing, a form of black-box testing. Acceptance testing compares our outcome to that of the description to determine whether or not our implemented scenario is correct.

We test each strategy individually by selecting the "All Learn", "All Switch" and "All Stay" scenarios, and run it with 3 bees, max-nutrition for bees as 10, 30% plant density and 50% T1-vs-T2-distribution (unless stated otherwise).

3.1. Learn strategy acceptance test

The learn strategy is the exact same as the normal strategy that is employed in the first stage – and because I've programmed the learn strategy to just use the normal strategy, there should be no difference in the harvesting process. As such, if we can determine the normal strategy is working properly, we can be certain the learn strategy is fine. The only thing we must ensure is the switch in strategy is properly executed.

The learn strategy will be proven by running a number of tests with varying relevant parameters. Of importance is the switch-time parameter, we want to test the learn strategy is fine if switch-time is very small and when it's very large. We also want to vary the reward-chance of t1 and t2 as well as the initial preference for t1 and t2 for the bees. What we are expecting to see is each bee increasing its preference for a flower type if it succeeds in harvesting and a decrease if it fails. We turn on debug-mode to read the information as well as using the agent monitor. The debug output of the first test is given in the Appendix.

Description	t1-reward-chance	t2-reward-chance	switch-time	initial-t1-pref	initial-t2-pref	Stop model time
T1 higher reward chance. Low switch time. Equal starting flower pref.	90	10	100	50	50	400
T2 higher reward chance. Low swith time. Equal starting flower pref.	10	90	100	50	50	400
T1 higher reward chance. High switch time. Unequal flower pref.	60	40	2000	80	20	3000
T2 higher reward chance. High switch time. Unequal flower pref.	20	80	2000	20	80	3000

Description	Expected Outcome	Resultant Outcome
T1 higher reward chance. Low switch time. Equal starting flower pref.	Bees successfully continue learning.	Bees successfully continue learning.
T2 higher reward chance. Low swith time. Equal starting flower pref.	Bees successfully continue learning.	Bees successfully continue learning.
T1 higher reward chance. High switch time. Unequal flower pref.	Bees successfully continue learning.	Bees successfully continue learning.
T2 higher reward chance. High switch time. Unequal flower pref.	Bees successfully continue learning.	Bees successfully continue learning.

Table 3.1: Tests performed & Results for Learn Strategy

3.2. Stay strategy acceptance Test

The Stay strategy disallows bees who have 70% or higher preference on a flower type to not drop their preference below 70% even if that works against their favour (in the situation where the flower rewards switch). As such, we'll need to come with various scenarios that can test the Stay strategy and its boundaries. The debug output for 3rd test has been included in the Appendix – of note are the lines beginning with ~ (eg: pg 71).

Description:	t1-reward-chance	t2-reward-chance	switch-time	initial-t1-pref	initial-t2-pref	Stop model time
T1 has higher chance, not enough time to get >70% pref.	90	10	100	50	50	1000
T2 has higher chance, not enough time to get >70% pref.	10	90	100	50	50	1000
T1 has higher chance, enough time to get >70% pref.	90	10	1000	50	50	2000

Description:	Expected Result	Actual Results:
T1 has higher chance, not enough time to get >70% pref.	Bees don't achieve 70% for T1 so they just continue learning at the switch normally until they hit the >70% for T2 and cannot drop below that.	Expected. Bees just learn normally and after a certain time in the second phase, they become locked onto T2.
T2 has higher chance, not enough time to get >70% pref.	Bees don't achieve 70% for T2 so they just continue learning at the switch normally until they hit the >70% for T1 and cannot drop below that.	Expected. Bees just learn normally and after a certain time in the second phase, they become locked onto T1.
T1 has higher chance, enough time to get >70% pref.	Bees have enough time to reach >70% for T1 and thus when the switch happens, most bees are stuck on >70% and are unlikely to land on T2 plants.	Expected. Bees all begun phase 2 with > 70% for T1 and even though T2 became rewarding, they were stuck on T1 and T2 pref was stuck at 30%.

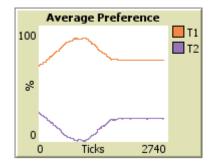**Table 3.2: Tests and results for Stay Strategy**

Figure 3.2: Average T1 preference capped at 70% after switch despite no longer rewarding

3.3. Switch strategy acceptance test

The switch strategy allows a bee to switch to another flower type if it notices 4 successes of one type and 4 failures of another type. The 3rd test's debug output is included in the Appendix – of note is Page 93/94 with the lines beginning with '^' where Bee 1 and 0 switch, Bee 2 switches on Pg 106.

Description:	t1-reward-chance	t2-reward-chance	initial-t1-pref	initial-t2-pref	plant-density	t1-vs-t2-dstribution	Stop model time
Ensure all of them switch	90	10	80	20	40	50	2000

Description	Expected Result	Actual Result
Ensure all of them switch	Once the switch happens, the 10% flowers become 90% ensuring it will almost always succeed and the other flowers always failing. As such, the bee can then distinguish that and switch it's 80%/20% to 20%/80%.	Expected. See below.

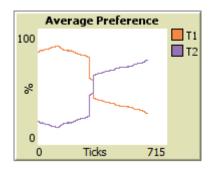**Table 3.3: Tests and Results for Switch Acceptance Test**

Figure 3.3: Graph of average flower preferences. Notice the large jump and switch.

Figure 3.3 shows the switch time as T2 starts ramping up, but then the time when all of the bees experience 4 failures withT1 and 4 successes with T2 that they invesr their preferences and it just becomes to increase for T2 and decline for T1.

4. Stress Testing

Stress Testing involves maxing out the available parameters to see how your code may potentially break or produce incorrect results.

The following scenario was set up maxing out the parameters:

- number-of-bees: 99
- max-nutrition-for-bees: 100 units
- plant-density: 40%
- switch-time: 10000 ticks
- after-half-day-scenario: Even Split

All other parameters such as flower preference would not affect the processing load.

On a modern 3GHz computer with 4GB RAM viewing the test graphically, the test ran perfectly and there was no sign of slowing down even when the updates were running at the fastest speed.

As an additional test, even though the other parameters wouldn't affect the processing that much compared to the others, we increased them all to the highest available settings so that a bee could have 100% preference for both T1 and T2 flowers. Even under this impossible scenario, the model still performed well and reported expected results.

5. Conclusion

The tests show proper functionality of the bee strategies described in Simulation Design (2012). The strategies each comprise of many smaller functions and by proving each strategy works correctly independently we can be ensured all other components of the system are working correctly. The model is more than adequate enough to answer the questions proposed by Simulation Design (2012).

6. References

A.G Dyer, A. Dorin and K.B Korb (2012) *Simulation Design*

7. Appendix.

7.1. Learn strategy acceptance test result

Starting new model...
Plant (pxcor, pycor): (-12, -6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, 19) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, 6) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, 15) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (1, 6) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (12, -17) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-12, 8) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, 6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (15, -15) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, -7) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, -6) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, 2) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, 1) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (17, 2) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-12, 18) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, 9) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (17, 20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, 10) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, 14) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, 19) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-8, 8) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, 19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, 17) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (17, 11) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, -6) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, 17) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -3) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, -12) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, -7) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, -16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (5, 14) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, 10) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, 17) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, -8) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, 10) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, -2) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, 16) is type: T1 and has: 5 flowers with reward chance of: 90%.
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Plant (pxcor, pycor): (-15, -5) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, 3) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, -14) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 12) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, 13) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, -4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, 19) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (5, 3) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (11, -19) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-4, 20) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (1, -6) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, 20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (1, -7) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, 2) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, 9) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (1, 9) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, 9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, 10) is type: T1 and has: 4 flowers with reward chance of: 90%.
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Plant (pxcor, pycor): (-12, -16) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, 12) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, 8) is type: T2 and has: 4 flowers with reward chance of: 10%.

Plant (pxcor, pycor): (11, -9) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, 1) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-14, -10) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, 15) is type: T2 and has: 4 flowers with reward chance of: 10%.
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Plant (pxcor, pycor): (3, 7) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, -20) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 6) is type: T1 and has: 4 flowers with reward chance of: 90%.
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Plant (pxcor, pycor): (11, -1) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, 3) is type: T2 and has: 5 flowers with reward chance of: 10%.

Plant (pxcor, pycor): (5, 2) is type: T1 and has: 5 flowers with reward chance of: 90%.
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Plant (pxcor, pycor): (-9, -13) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, -1) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, 15) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, 1) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, 17) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-8, 5) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, 1) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, 6) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, 5) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, 2) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, -3) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, -18) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, -14) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, -1) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, -6) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, 19) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (10, 13) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, -4) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 13) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, -5) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, -12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (7, -9) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, 18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, -17) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, 14) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, -8) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-14, 1) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-11, 8) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, -14) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, -1) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 14) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, 3) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, 2) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, 13) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, 5) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, 8) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, -4) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, 16) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, 13) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-12, 5) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, 1) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, -9) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, -11) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, 3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, -13) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, -16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (5, -14) is type: T2 and has: 5 flowers with reward chance of: 10%.

Plant (pxcor, pycor): (1, 17) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, 4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, -12) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, -17) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, -2) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, 9) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (12, -1) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, 4) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, 11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, -8) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, -18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, 17) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, -11) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, -10) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -8) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, 15) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, 15) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, -20) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, -15) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, 17) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, 4) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, -10) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, -17) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, -20) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, -14) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, 3) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, 1) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, -5) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, 16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-4, -9) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, 1) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, 13) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, -2) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, 3) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, -3) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-8, -4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, 3) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, 5) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, 13) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (11, 19) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, -19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, -2) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, -17) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, -15) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, 18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, -10) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, -17) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, -15) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, 19) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, 4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, -2) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, 3) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, 8) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, 15) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, -20) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (15, 7) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, 4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (14, -4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, -18) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, -13) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, -13) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, 6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, 11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, -3) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, -13) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (7, -13) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, 5) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, -14) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, 18) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, -18) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, -16) is type: T2 and has: 4 flowers with reward chance of: 10%.

Plant (pxcor, pycor): (-3, -4) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, -8) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-8, -18) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, 18) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, -10) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, -12) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (7, 16) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, -20) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, 6) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, -6) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, -15) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -11) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (4, -2) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, 17) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-4, 19) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, -2) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, -5) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, -7) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-16, -17) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (11, 20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, -16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, 15) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, 8) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, 16) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, 10) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, -19) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-16, 14) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, -9) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, -13) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, -9) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-16, -7) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, 7) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (10, -7) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, 19) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, 6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (17, -12) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, -11) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (7, 13) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, -4) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, 8) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, -8) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, -14) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, -4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, 18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, -6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, -12) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, 13) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, -16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (5, -8) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, 18) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, -2) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, 8) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, -12) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-11, 20) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, 7) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, 5) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, 5) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (10, -4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, 16) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, 11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, 1) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, 3) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, -4) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (7, -18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, 2) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, 1) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, -13) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, 13) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, 20) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, 9) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-4, 3) is type: T2 and has: 3 flowers with reward chance of: 10%.

Plant (pxcor, pycor): (-20, 12) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, -13) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, 12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, -4) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, -1) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, -14) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, 7) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (4, -17) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, -2) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, -10) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (7, -10) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, -14) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, 12) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, 15) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, 16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, -5) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, 3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, -2) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, -19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, 15) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, -13) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, -15) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -20) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, -15) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, -10) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, 11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, -6) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, 1) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, 8) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, -2) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, -4) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, -15) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, 13) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-4, 13) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, 9) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, 17) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, -20) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, -9) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, 14) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (5, -6) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, -1) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, -7) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, 11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, 8) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 8) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, -9) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, 6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (12, 3) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, 4) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (15, 4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, -17) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (17, -1) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-4, -18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, -16) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, -14) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (7, 10) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, -18) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, 15) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, 5) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, -14) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, -7) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, -15) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, -15) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, 12) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, 15) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, 4) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, 6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-14, 16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-12, 18) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, 5) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-16, 12) is type: T2 and has: 5 flowers with reward chance of: 10%.

Plant (pxcor, pycor): (19, -12) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (12, 6) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, -8) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (5, 20) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (14, -7) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, 20) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, -16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, 2) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, 19) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, -12) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (15, -7) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, -15) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, 10) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, -14) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, 8) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, 20) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (11, 3) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 6) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, -5) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, -1) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, 12) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, -4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, -10) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, 5) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, 9) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, -12) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, 1) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, 8) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (5, 18) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, 2) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, -17) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, -3) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (5, -15) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (5, 8) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, -7) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -17) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 12) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, -18) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, 13) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (7, 14) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, 13) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, 17) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, -14) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, 16) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, -19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (10, -8) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, -13) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (12, 3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, 12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, -18) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-11, 10) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, 3) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (7, -4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, 6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, -20) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (7, 11) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, -1) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, 3) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, -1) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, -10) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, 15) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (1, -8) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, -1) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, 8) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, 7) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, -9) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, 15) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, 18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (4, -16) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, 16) is type: T1 and has: 4 flowers with reward chance of: 90%.

Plant (pxcor, pycor): (-6, 20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, 9) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, 1) is type: T1 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, -2) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, -13) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, 1) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, -19) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, 9) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, -11) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, -17) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, 7) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, -8) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, -18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (5, 6) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, -1) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, 3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, -12) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, 19) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-11, -19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, -17) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-12, 10) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, 17) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (7, 20) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, 10) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, 3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, 11) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, 17) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (17, 5) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (5, 12) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-11, -1) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (5, 10) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, -17) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, -12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, -1) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (14, -12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, -19) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-12, -6) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, -14) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, -12) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (15, 12) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, 3) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, -7) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, -2) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, 9) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, -5) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, 7) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, -12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, 13) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-11, -2) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, 3) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, 18) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, 7) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (1, 18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, -3) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, -18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-14, -4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, 19) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, -13) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -10) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, 10) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, -7) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (7, -12) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, 19) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, -16) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, -7) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, 19) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, -3) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, 1) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, 4) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, 7) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, 19) is type: T2 and has: 5 flowers with reward chance of: 10%.

Plant (pxcor, pycor): (9, 12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, 2) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, -16) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, 7) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, -15) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, 18) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, 9) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, 1) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, 20) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, 4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (5, 9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, 17) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-16, -4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, 6) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (12, -5) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, 2) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-16, 12) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-12, -3) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, -15) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, -6) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, 16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, 4) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, -14) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, -9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, 3) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 10) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, 8) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, 14) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (5, 6) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, -12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, 9) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, 11) is type: T2 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, -9) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, -1) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, 15) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, 14) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, -6) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, -20) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, -1) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, -8) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, -14) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, -5) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (15, 5) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, -3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 8) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, 18) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, -11) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, 17) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, 10) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, 11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (14, -17) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, -3) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, 14) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, 12) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -19) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, -13) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, 17) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, -14) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, -9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, -16) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, 15) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, -3) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, 4) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, 13) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, -2) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, 2) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, 20) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, 1) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, -7) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 19) is type: T1 and has: 5 flowers with reward chance of: 90%.

Plant (pxcor, pycor): (-13, -8) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, 16) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-11, -12) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, 6) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, 3) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, -11) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, -20) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, -15) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, 17) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (5, -6) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, -6) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (12, 15) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, 19) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, -10) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (14, 11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, 3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, 7) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, 7) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, 5) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, -3) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (5, 15) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, 19) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, -20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, -14) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-16, -14) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, 15) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -5) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, -2) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (4, 3) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, -20) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, -20) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, 17) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 17) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, 10) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-16, 18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, -7) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, -13) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, 10) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (7, 3) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, 13) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, 5) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 14) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, -6) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, 20) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, -7) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, -16) is type: T2 and has: 4 flowers with reward chance of: 10%.
Setup complete.
Final parameters: Plant density: 40
T1's initial rewarding chance: 50
T2's initial rewarding chance: 50
Time to switch rewards/strategy: 100

Bee: 1 flew over but decided not to land on plant (-1, 1) of type: T2

Bee: 0 strategy: normal landed on plant (-1, 1) of type: T2 with reward chance of: 10% at tick time: 2.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 0
-- Increase preference for T1 by 1%, now t1pref: 51%, decrease preference for T2 by 1%, now t2pref: 49%.
-- Adding to bee's past flowers: (-1, 1).
-- Bee 0 past flowers: [[-1 1]]
-- Last 4 success types: [] Last 4 failure types: [T2]

Bee: 1 strategy: normal landed on plant (-1, 1) of type: T2 with reward chance of: 10% at tick time: 4.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T2 by 1%, now t2pref: 51%, decrease preference for T1 by 1%, now t1pref: 49%.
-- Adding to bee's past flowers: (-1, 1).
-- Bee 1 past flowers: [[-1 1]]
-- Last 4 success types: [T2] Last 4 failure types: []

+ Bee: 0 finished harvesting plant (-1, 1). Moving off plant.

+ Bee: 1 finished harvesting plant (-1, 1). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-1, 2) of type: T1

Bee: 1 strategy: normal landed on plant (-1, 2) of type: T1 with reward chance of: 90% at tick time: 12.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T1 by 1%, now t1pref: 50%, decrease preference for T2 by 1%, now t2pref: 50%.
-- Adding to bee's past flowers: (-1, 2).
-- Bee 1 past flowers: [[-1 2] [-1 1]]
-- Last 4 success types: [T1 T2] Last 4 failure types: []

Bee: 0 flew over but decided not to land on plant (-4, -2) of type: T1

Bee: 0 flew over but decided not to land on plant (-4, -2) of type: T1

Bee: 2 strategy: normal landed on plant (-1, 2) of type: T1 with reward chance of: 90% at tick time: 14.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T1 by 1%, now t1pref: 51%, decrease preference for T2 by 1%, now t2pref: 49%.
-- Adding to bee's past flowers: (-1, 2).
-- Bee 2 past flowers: [[-1 2]]
-- Last 4 success types: [T1] Last 4 failure types: []

Bee: 0 strategy: normal landed on plant (-4, -2) of type: T1 with reward chance of: 90% at tick time: 16.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T1 by 1%, now t1pref: 52%, decrease preference for T2 by 1%, now t2pref: 48%.
-- Adding to bee's past flowers: (-4, -2).
-- Bee 0 past flowers: [[-4 -2] [-1 1]]
-- Last 4 success types: [T1] Last 4 failure types: [T2]

+ Bee: 1 finished harvesting plant (-1, 2). Moving off plant.

+ Bee: 2 finished harvesting plant (-1, 2). Moving off plant.

Bee: 2 strategy: normal landed on plant (-3, 1) of type: T2 with reward chance of: 10% at tick time: 21.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 1
-- Increase preference for T1 by 1%, now t1pref: 52%, decrease preference for T2 by 1%, now t2pref: 48%.
-- Adding to bee's past flowers: (-3, 1).
-- Bee 2 past flowers: [[-3 1] [-1 2]]
-- Last 4 success types: [T1] Last 4 failure types: [T2]

+ Bee: 0 finished harvesting plant (-4, -2). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-3, -1) of type: T2

+ Bee: 2 finished harvesting plant (-3, 1). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-3, -1) of type: T2

Bee: 2 strategy: normal landed on plant (-5, 3) of type: T2 with reward chance of: 10% at tick time: 30.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 1
-- Increase preference for T1 by 1%, now t1pref: 53%, decrease preference for T2 by 1%, now t2pref: 47%.
-- Adding to bee's past flowers: (-5, 3).
-- Bee 2 past flowers: [[-5 3] [-3 1] [-1 2]]
-- Last 4 success types: [T1] Last 4 failure types: [T2 T2]

Bee: 1 flew over but decided not to land on plant (-1, 4) of type: T2

Bee: 1 strategy: normal landed on plant (-1, 4) of type: T2 with reward chance of: 10% at tick time: 32.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 2
-- Increase preference for T1 by 1%, now t1pref: 51%, decrease preference for T2 by 1%, now t2pref: 49%.
-- Adding to bee's past flowers: (-1, 4).
-- Bee 1 past flowers: [[-1 4] [-1 2] [-1 1]]
-- Last 4 success types: [T1 T2] Last 4 failure types: [T2]

+ Bee: 2 finished harvesting plant (-5, 3). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-7, 3) of type: T1

+ Bee: 1 finished harvesting plant (-1, 4). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-8, 4) of type: T2

Bee: 2 flew over but decided not to land on plant (-8, 4) of type: T2

Bee: 1 strategy: normal landed on plant (-1, 3) of type: T1 with reward chance of: 90% at tick time: 41.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T1 by 1%, now t1pref: 52%, decrease preference for T2 by 1%, now t2pref: 48%.
-- Adding to bee's past flowers: (-1, 3).
-- Bee 1 past flowers: [[-1 3] [-1 4] [-1 2] [-1 1]]
-- Last 4 success types: [T1 T1 T2] Last 4 failure types: [T2]

Bee: 2 flew over but decided not to land on plant (-8, 4) of type: T2

Bee: 2 strategy: normal landed on plant (-8, 6) of type: T2 with reward chance of: 10% at tick time: 45.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 48%, decrease preference for T1 by 1%, now t1pref: 52%.
-- Adding to bee's past flowers: (-8, 6).
-- Bee 2 past flowers: [[-8 6] [-5 3] [-3 1] [-1 2]]
-- Last 4 success types: [T2 T1] Last 4 failure types: [T2 T2]

+ Bee: 1 finished harvesting plant (-1, 3). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-2, 4) of type: T2

Bee: 1 flew over but decided not to land on plant (-4, 3) of type: T2

Bee: 1 flew over but decided not to land on plant (-5, 2) of type: T2

+ Bee: 2 finished harvesting plant (-8, 6). Moving off plant.

Bee: 0 strategy: normal landed on plant (-1, -3) of type: T2 with reward chance of: 10% at tick time: 51.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 1
-- Increase preference for T1 by 1%, now t1pref: 53%, decrease preference for T2 by 1%, now t2pref: 47%.
-- Adding to bee's past flowers: (-1, -3).
-- Bee 0 past flowers: [[-1 -3] [-4 -2] [-1 1]]
-- Last 4 success types: [T1] Last 4 failure types: [T2 T2]

Bee: 1 flew over but decided not to land on plant (-6, 2) of type: T2

Bee: 1 strategy: normal landed on plant (-6, 2) of type: T2 with reward chance of: 10% at tick time: 53.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T2 by 1%, now t2pref: 49%, decrease preference for T1 by 1%, now t1pref: 51%.
-- Adding to bee's past flowers: (-6, 2).
-- Bee 1 past flowers: [[-6 2] [-1 3] [-1 4] [-1 2] [-1 1]]
-- Last 4 success types: [T2 T1 T1 T2] Last 4 failure types: [T2]

Bee: 2 strategy: normal landed on plant (-8, 4) of type: T2 with reward chance of: 10% at tick time: 54.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 2
-- Increase preference for T1 by 1%, now t1pref: 53%, decrease preference for T2 by 1%, now t2pref: 47%.
-- Adding to bee's past flowers: (-8, 4).
-- Bee 2 past flowers: [[-8 4] [-8 6] [-5 3] [-3 1] [-1 2]]
-- Last 4 success types: [T2 T1] Last 4 failure types: [T2 T2 T2]

+ Bee: 0 finished harvesting plant (-1, -3). Moving off plant.

Bee: 0 strategy: normal landed on plant (-1, -2) of type: T2 with reward chance of: 10% at tick time: 58.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 1
-- Increase preference for T1 by 1%, now t1pref: 54%, decrease preference for T2 by 1%, now t2pref: 46%.
-- Adding to bee's past flowers: (-1, -2).

-- Bee 0 past flowers: [[-1 -2] [-1 -3] [-4 -2] [-1 1]]
-- Last 4 success types: [T1] Last 4 failure types: [T2 T2 T2]

+ Bee: 1 finished harvesting plant (-6, 2). Moving off plant.

+ Bee: 2 finished harvesting plant (-8, 4). Moving off plant.

Bee: 1 strategy: normal landed on plant (-8, 1) of type: T1 with reward chance of: 90% at tick time: 63.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T1 by 1%, now t1pref: 52%, decrease preference for T2 by 1%, now t2pref: 48%.
-- Adding to bee's past flowers: (-8, 1).
-- Bee 1 past flowers: [[-8 1] [-6 2] [-1 3] [-1 4] [-1 2] [-1 1]]
-- Last 4 success types: [T1 T2 T1 T1] Last 4 failure types: [T2]

Bee: 2 strategy: normal landed on plant (-9, 2) of type: T2 with reward chance of: 10% at tick time: 63.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 2
-- Increase preference for T1 by 1%, now t1pref: 54%, decrease preference for T2 by 1%, now t2pref: 46%.
-- Adding to bee's past flowers: (-9, 2).
-- Bee 2 past flowers: [[-9 2] [-8 4] [-8 6] [-5 3] [-3 1] [-1 2]]
-- Last 4 success types: [T2 T1] Last 4 failure types: [T2 T2 T2 T2]

+ Bee: 0 finished harvesting plant (-1, -2). Moving off plant.

+ Bee: 1 finished harvesting plant (-8, 1). Moving off plant.

+ Bee: 2 finished harvesting plant (-9, 2). Moving off plant.

Bee: 0 flew over but decided not to land on plant (1, -1) of type: T2

Bee: 1 flew over but decided not to land on plant (-9, 1) of type: T1

Bee: 2 strategy: normal landed on plant (-11, -1) of type: T2 with reward chance of: 10% at tick time: 72.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 2
-- Increase preference for T1 by 1%, now t1pref: 55%, decrease preference for T2 by 1%, now t2pref: 45%.
-- Adding to bee's past flowers: (-11, -1).
-- Bee 2 past flowers: [[-11 -1] [-9 2] [-8 4] [-8 6] [-5 3] [-3 1] [-1 2]]
-- Last 4 success types: [T2 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 0 flew over but decided not to land on plant (1, -1) of type: T2

Bee: 0 strategy: normal landed on plant (1, -1) of type: T2 with reward chance of: 10% at tick time: 73.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 1
-- Increase preference for T1 by 1%, now t1pref: 55%, decrease preference for T2 by 1%, now t2pref: 45%.
-- Adding to bee's past flowers: (1, -1).
-- Bee 0 past flowers: [[1 -1] [-1 -2] [-1 -3] [-4 -2] [-1 1]]
-- Last 4 success types: [T1] Last 4 failure types: [T2 T2 T2 T2]

+ Bee: 2 finished harvesting plant (-11, -1). Moving off plant.

+ Bee: 0 finished harvesting plant (1, -1). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-14, -1) of type: T1

Bee: 0 flew over but decided not to land on plant (-2, -1) of type: T1

Bee: 2 flew over but decided not to land on plant (-15, -2) of type: T1

Bee: 2 strategy: normal landed on plant (-16, -2) of type: T2 with reward chance of: 10% at tick time: 84.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 2
-- Increase preference for T1 by 1%, now t1pref: 56%, decrease preference for T2 by 1%, now t2pref: 44%.
-- Adding to bee's past flowers: (-16, -2).
-- Bee 2 past flowers: [[-16 -2] [-11 -1] [-9 2] [-8 4] [-8 6] [-5 3] [-3 1] [-1 2]]
-- Last 4 success types: [T2 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 1 flew over but decided not to land on plant (-6, -3) of type: T1

Bee: 1 flew over but decided not to land on plant (-6, -3) of type: T1

Bee: 1 strategy: normal landed on plant (-6, -3) of type: T1 with reward chance of: 90% at tick time: 89.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T1 by 1%, now t1pref: 53%, decrease preference for T2 by 1%, now t2pref: 47%.
-- Adding to bee's past flowers: (-6, -3).
-- Bee 1 past flowers: [[-6 -3] [-8 1] [-6 2] [-1 3] [-1 4] [-1 2] [-1 1]]
-- Last 4 success types: [T1 T1 T2 T1] Last 4 failure types: [T2]

+ Bee: 2 finished harvesting plant (-16, -2). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-15, -4) of type: T1

Bee: 2 strategy: normal landed on plant (-15, -4) of type: T1 with reward chance of: 90% at tick time: 92.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T1 by 1%, now t1pref: 57%, decrease preference for T2 by 1%, now t2pref: 43%.
-- Adding to bee's past flowers: (-15, -4).
-- Bee 2 past flowers: [[-15 -4] [-16 -2] [-11 -1] [-9 2] [-8 4] [-8 6] [-5 3] [-3 1] [-1 2]]
-- Last 4 success types: [T1 T2 T1] Last 4 failure types: [T2 T2 T2 T2]

+ Bee: 1 finished harvesting plant (-6, -3). Moving off plant.

+ Bee: 2 finished harvesting plant (-15, -4). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-13, -2) of type: T1

**** HALF DAY HAS PASSED. TICKS: 100 IS UP. ****

**** Switching flower reward chance ****
**** T1 reward-chance was: 90% T2 reward-chance was: 10% ****
**** T1 reward-chance now: 10% T2 reward-chance now: 90% ****
**** SELECTED HALF DAY SCENARIO FOR BEES: All Learn. ****
**** RETURNING ALL BEES TO HIVE AND SWITCHING STRATEGY FOR ALL BEES NOW ****

Bee: 1 strategy: normal landed on plant (-11, -2) of type: T1 with reward chance of: 10% at tick time: 101.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 6
-- Increase preference for T2 by 1%, now t2pref: 48%, decrease preference for T1 by 1%, now t1pref: 52%.
-- Adding to bee's past flowers: (-11, -2).
-- Bee 1 past flowers: [[-11 -2] [-6 -3] [-8 1] [-6 2] [-1 3] [-1 4] [-1 2] [-1 1]]
-- Last 4 success types: [T1 T1 T2 T1] Last 4 failure types: [T1 T2]

+ Bee: 1 returning to hive with 6 nutrients.

++ Bee: 1 transferred 6 nutrients to hive. Current hive total now: 6
-- Clearing Bee: 1 past flowers. Setting off to new bout...
**** Bee: 1 has now adopted strategy: learn

+ Bee: 2 returning to hive with 3 nutrients.

++ Bee: 2 transferred 3 nutrients to hive. Current hive total now: 9
-- Clearing Bee: 2 past flowers. Setting off to new bout...
**** Bee: 2 has now adopted strategy: learn

+ Bee: 0 returning to hive with 1 nutrients.

++ Bee: 0 transferred 1 nutrients to hive. Current hive total now: 10
-- Clearing Bee: 0 past flowers. Setting off to new bout...
**** Bee: 0 has now adopted strategy: learn

Bee: 1 flew over but decided not to land on plant (-1, 1) of type: T2

Bee: 0 flew over but decided not to land on plant (1, -1) of type: T2

Bee: 0 strategy: learn landed on plant (2, -1) of type: T2 with reward chance of: 90% at tick time: 105.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T2 by 1%, now t2pref: 46%, decrease preference for T1 by 1%, now t1pref: 54%.
-- Adding to bee's past flowers: (2, -1).

-- Bee 0 past flowers: [[2 -1]]
-- Last 4 success types: [T2 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 1 strategy: learn landed on plant (-3, 3) of type: T1 with reward chance of: 10% at tick time: 105.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 49%, decrease preference for T1 by 1%, now t1pref: 51%.
-- Adding to bee's past flowers: (-3, 3).
-- Bee 1 past flowers: [[-3 3]]
-- Last 4 success types: [T1 T1 T2 T1] Last 4 failure types: [T1 T1 T2]

+ Bee: 1 finished harvesting plant (-3, 3). Moving off plant.

+ Bee: 0 finished harvesting plant (2, -1). Moving off plant.

Bee: 2 flew over but decided not to land on plant (2, -1) of type: T2

Bee: 0 strategy: learn landed on plant (3, 1) of type: T1 with reward chance of: 10% at tick time: 114.
-- Starting attempt of harvest..
-- Bee: 0 strategy: learn succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T1 by 1%, now t1pref: 55%, decrease preference for T2 by 1%, now t2pref: 45%.
-- Adding to bee's past flowers: (3, 1).
-- Bee 0 past flowers: [[3 1] [2 -1]]
-- Last 4 success types: [T1 T2 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 2 strategy: learn landed on plant (2, -3) of type: T2 with reward chance of: 90% at tick time: 115.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T2 by 1%, now t2pref: 44%, decrease preference for T1 by 1%, now t1pref: 56%.
-- Adding to bee's past flowers: (2, -3).
-- Bee 2 past flowers: [[2 -3]]
-- Last 4 success types: [T2 T1 T2 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 1 flew over but decided not to land on plant (-1, 3) of type: T1

+ Bee: 0 finished harvesting plant (3, 1). Moving off plant.

+ Bee: 2 finished harvesting plant (2, -3). Moving off plant.

Bee: 0 strategy: learn landed on plant (5, 2) of type: T1 with reward chance of: 10% at tick time: 122.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 2
-- Increase preference for T2 by 1%, now t2pref: 46%, decrease preference for T1 by 1%, now t1pref: 54%.
-- Adding to bee's past flowers: (5, 2).
-- Bee 0 past flowers: [[5 2] [3 1] [2 -1]]
-- Last 4 success types: [T1 T2 T1] Last 4 failure types: [T1 T2 T2 T2]

Bee: 2 flew over but decided not to land on plant (1, -4) of type: T2

Bee: 1 strategy: learn landed on plant (-1, 3) of type: T1 with reward chance of: 10% at tick time: 124.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 50%, decrease preference for T1 by 1%, now t1pref: 50%.
-- Adding to bee's past flowers: (-1, 3).
-- Bee 1 past flowers: [[-1 3] [-3 3]]
-- Last 4 success types: [T1 T1 T2 T1] Last 4 failure types: [T1 T1 T1 T2]

Bee: 2 flew over but decided not to land on plant (-1, -4) of type: T1

Bee: 2 flew over but decided not to land on plant (-1, -4) of type: T1

Bee: 2 flew over but decided not to land on plant (1, -5) of type: T2

+ Bee: 0 finished harvesting plant (5, 2). Moving off plant.

+ Bee: 1 finished harvesting plant (-1, 3). Moving off plant.

Bee: 0 flew over but decided not to land on plant (5, 3) of type: T2

Bee: 2 strategy: learn landed on plant (2, -1) of type: T2 with reward chance of: 90% at tick time: 132.
-- Starting attempt of harvest..

-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 45%, decrease preference for T1 by 1%, now t1pref: 55%.
-- Adding to bee's past flowers: (2, -1).
-- Bee 2 past flowers: [[2 -1] [2 -3]]
-- Last 4 success types: [T2 T2 T1 T2] Last 4 failure types: [T2 T2 T2 T2]

Bee: 0 strategy: learn landed on plant (4, 3) of type: T1 with reward chance of: 10% at tick time: 133.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 2
-- Increase preference for T2 by 1%, now t2pref: 47%, decrease preference for T1 by 1%, now t1pref: 53%.
-- Adding to bee's past flowers: (4, 3).
-- Bee 0 past flowers: [[4 3] [5 2] [3 1] [2 -1]]
-- Last 4 success types: [T1 T2 T1] Last 4 failure types: [T1 T1 T2 T2]

Bee: 1 flew over but decided not to land on plant (-1, 4) of type: T2

Bee: 1 flew over but decided not to land on plant (-1, 4) of type: T2

Bee: 1 flew over but decided not to land on plant (-1, 2) of type: T1

+ Bee: 2 finished harvesting plant (2, -1). Moving off plant.

+ Bee: 0 finished harvesting plant (4, 3). Moving off plant.

Bee: 1 strategy: learn landed on plant (-1, -2) of type: T2 with reward chance of: 90% at tick time: 141.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T2 by 1%, now t2pref: 51%, decrease preference for T1 by 1%, now t1pref: 49%.
-- Adding to bee's past flowers: (-1, -2).
-- Bee 1 past flowers: [[-1 -2] [-1 3] [-3 3]]
-- Last 4 success types: [T2 T1 T1 T2] Last 4 failure types: [T1 T1 T1 T2]

Bee: 0 strategy: learn landed on plant (4, 6) of type: T1 with reward chance of: 10% at tick time: 143.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 2
-- Increase preference for T2 by 1%, now t2pref: 48%, decrease preference for T1 by 1%, now t1pref: 52%.
-- Adding to bee's past flowers: (4, 6).
-- Bee 0 past flowers: [[4 6] [4 3] [5 2] [3 1] [2 -1]]
-- Last 4 success types: [T1 T2 T1] Last 4 failure types: [T1 T1 T1 T2]

+ Bee: 1 finished harvesting plant (-1, -2). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-1, -4) of type: T1

Bee: 1 flew over but decided not to land on plant (-1, -4) of type: T1

+ Bee: 0 finished harvesting plant (4, 6). Moving off plant.

Bee: 1 strategy: learn landed on plant (-1, -3) of type: T2 with reward chance of: 90% at tick time: 151.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 52%, decrease preference for T1 by 1%, now t1pref: 48%.
-- Adding to bee's past flowers: (-1, -3).
-- Bee 1 past flowers: [[-1 -3] [-1 -2] [-1 3] [-3 3]]
-- Last 4 success types: [T2 T2 T1 T1] Last 4 failure types: [T1 T1 T1 T2]

Bee: 0 flew over but decided not to land on plant (5, 8) of type: T2

Bee: 0 strategy: learn landed on plant (2, 9) of type: T1 with reward chance of: 10% at tick time: 154.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 2
-- Increase preference for T2 by 1%, now t2pref: 49%, decrease preference for T1 by 1%, now t1pref: 51%.
-- Adding to bee's past flowers: (2, 9).
-- Bee 0 past flowers: [[2 9] [4 6] [4 3] [5 2] [3 1] [2 -1]]
-- Last 4 success types: [T1 T2 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 1 finished harvesting plant (-1, -3). Moving off plant.

+ Bee: 0 finished harvesting plant (2, 9). Moving off plant.

Bee: 2 strategy: learn landed on plant (-1, 4) of type: T2 with reward chance of: 90% at tick time: 161.

-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T2 by 1%, now t2pref: 46%, decrease preference for T1 by 1%, now t1pref: 54%.
-- Adding to bee's past flowers: (-1, 4).
-- Bee 2 past flowers: [[-1 4] [2 -1] [2 -3]]
-- Last 4 success types: [T2 T2 T2 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 1 flew over but decided not to land on plant (2, -3) of type: T2

Bee: 0 flew over but decided not to land on plant (1, 9) of type: T2

Bee: 1 flew over but decided not to land on plant (3, -4) of type: T1

Bee: 1 strategy: learn landed on plant (3, -6) of type: T2 with reward chance of: 90% at tick time: 166.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T2 by 1%, now t2pref: 53%, decrease preference for T1 by 1%, now t1pref: 47%.
-- Adding to bee's past flowers: (3, -6).
-- Bee 1 past flowers: [[3 -6] [-1 -3] [-1 -2] [-1 3] [-3 3]]
-- Last 4 success types: [T2 T2 T2 T1] Last 4 failure types: [T1 T1 T1 T2]

+ Bee: 2 finished harvesting plant (-1, 4). Moving off plant.

Bee: 0 strategy: learn landed on plant (2, 6) of type: T2 with reward chance of: 90% at tick time: 171.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T2 by 1%, now t2pref: 50%, decrease preference for T1 by 1%, now t1pref: 50%.
-- Adding to bee's past flowers: (2, 6).
-- Bee 0 past flowers: [[2 6] [2 9] [4 6] [4 3] [5 2] [3 1] [2 -1]]
-- Last 4 success types: [T2 T1 T2 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 1 finished harvesting plant (3, -6). Moving off plant.

Bee: 1 flew over but decided not to land on plant (2, -6) of type: T1

Bee: 1 flew over but decided not to land on plant (1, -8) of type: T1

+ Bee: 0 finished harvesting plant (2, 6). Moving off plant.

Bee: 2 strategy: learn landed on plant (1, 6) of type: T2 with reward chance of: 90% at tick time: 178.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T2 by 1%, now t2pref: 47%, decrease preference for T1 by 1%, now t1pref: 53%.
-- Adding to bee's past flowers: (1, 6).
-- Bee 2 past flowers: [[1 6] [-1 4] [2 -1] [2 -3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T2 T2 T2]

Bee: 0 flew over but decided not to land on plant (1, 6) of type: T2

Bee: 1 flew over but decided not to land on plant (-1, -9) of type: T2

Bee: 1 flew over but decided not to land on plant (-1, -10) of type: T1

Bee: 0 flew over but decided not to land on plant (2, 7) of type: T2

+ Bee: 2 finished harvesting plant (1, 6). Moving off plant.

Bee: 0 flew over but decided not to land on plant (2, 7) of type: T2

Bee: 1 strategy: learn landed on plant (-1, -9) of type: T2 with reward chance of: 90% at tick time: 187.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T2 by 1%, now t2pref: 54%, decrease preference for T1 by 1%, now t1pref: 46%.
-- Adding to bee's past flowers: (-1, -9).
-- Bee 1 past flowers: [[-1 -9] [3 -6] [-1 -3] [-1 -2] [-1 3] [-3 3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T2]

Bee: 0 flew over but decided not to land on plant (2, 7) of type: T2

Bee: 0 flew over but decided not to land on plant (3, 9) of type: T2

Bee: 2 flew over but decided not to land on plant (2, 10) of type: T1

Bee: 0 flew over but decided not to land on plant (3, 9) of type: T2

Bee: 2 strategy: learn landed on plant (3, 10) of type: T2 with reward chance of: 90% at tick time: 192.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T2 by 1%, now t2pref: 48%, decrease preference for T1 by 1%, now t1pref: 52%.
-- Adding to bee's past flowers: (3, 10).
-- Bee 2 past flowers: [[3 10] [1 6] [-1 4] [2 -1] [2 -3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T2 T2 T2]

+ Bee: 1 finished harvesting plant (-1, -9). Moving off plant.

Bee: 1 strategy: learn landed on plant (-3, -9) of type: T1 with reward chance of: 10% at tick time: 194.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 55%, decrease preference for T1 by 1%, now t1pref: 45%.
-- Adding to bee's past flowers: (-3, -9).
-- Bee 1 past flowers: [[-3 -9] [-1 -9] [3 -6] [-1 -3] [-1 -2] [-1 3] [-3 3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

Bee: 0 strategy: learn landed on plant (1, 6) of type: T2 with reward chance of: 90% at tick time: 195.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T2 by 1%, now t2pref: 51%, decrease preference for T1 by 1%, now t1pref: 49%.
-- Adding to bee's past flowers: (1, 6).
-- Bee 0 past flowers: [[1 6] [2 6] [2 9] [4 6] [4 3] [5 2] [3 1] [2 -1]]
-- Last 4 success types: [T2 T2 T1 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 finished harvesting plant (3, 10). Moving off plant.

+ Bee: 1 finished harvesting plant (-3, -9). Moving off plant.

+ Bee: 0 finished harvesting plant (1, 6). Moving off plant.

Bee: 2 strategy: learn landed on plant (5, 10) of type: T2 with reward chance of: 90% at tick time: 201.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T2 by 1%, now t2pref: 49%, decrease preference for T1 by 1%, now t1pref: 51%.
-- Adding to bee's past flowers: (5, 10).
-- Bee 2 past flowers: [[5 10] [3 10] [1 6] [-1 4] [2 -1] [2 -3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T2 T2 T2]

Bee: 1 flew over but decided not to land on plant (-4, -9) of type: T1

Bee: 0 strategy: learn landed on plant (3, 7) of type: T2 with reward chance of: 90% at tick time: 205.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T2 by 1%, now t2pref: 52%, decrease preference for T1 by 1%, now t1pref: 48%.
-- Adding to bee's past flowers: (3, 7).
-- Bee 0 past flowers: [[3 7] [1 6] [2 6] [2 9] [4 6] [4 3] [5 2] [3 1] [2 -1]]
-- Last 4 success types: [T2 T2 T2 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 strategy: learn landed on plant (-7, -7) of type: T2 with reward chance of: 90% at tick time: 207.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T2 by 1%, now t2pref: 56%, decrease preference for T1 by 1%, now t1pref: 44%.
-- Adding to bee's past flowers: (-7, -7).
-- Bee 1 past flowers: [[-7 -7] [-3 -9] [-1 -9] [3 -6] [-1 -3] [-1 -2] [-1 3] [-3 3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 finished harvesting plant (5, 10). Moving off plant.

Bee: 2 flew over but decided not to land on plant (5, 8) of type: T2

Bee: 2 strategy: learn landed on plant (6, 6) of type: T2 with reward chance of: 90% at tick time: 210.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T2 by 1%, now t2pref: 50%, decrease preference for T1 by 1%, now t1pref: 50%.
-- Adding to bee's past flowers: (6, 6).

-- Bee 2 past flowers: [[6 6] [5 10] [3 10] [1 6] [-1 4] [2 -1] [2 -3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T2 T2 T2]

+ Bee: 0 finished harvesting plant (3, 7). Moving off plant.

+ Bee: 1 finished harvesting plant (-7, -7). Moving off plant.

Bee: 1 strategy: learn landed on plant (-8, -6) of type: T2 with reward chance of: 90% at tick time: 214.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T2 by 1%, now t2pref: 57%, decrease preference for T1 by 1%, now t1pref: 43%.
-- Adding to bee's past flowers: (-8, -6).
-- Bee 1 past flowers: [[-8 -6] [-7 -7] [-3 -9] [-1 -9] [3 -6] [-1 -3] [-1 -2] [-1 3] [-3 3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

Bee: 0 strategy: learn landed on plant (3, 9) of type: T2 with reward chance of: 90% at tick time: 214.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T2 by 1%, now t2pref: 53%, decrease preference for T1 by 1%, now t1pref: 47%.
-- Adding to bee's past flowers: (3, 9).
-- Bee 0 past flowers: [[3 9] [3 7] [1 6] [2 6] [2 9] [4 6] [4 3] [5 2] [3 1] [2 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 finished harvesting plant (6, 6). Moving off plant.

Bee: 2 flew over but decided not to land on plant (5, 6) of type: T1

+ Bee: 1 finished harvesting plant (-8, -6). Moving off plant.

+ Bee: 0 finished harvesting plant (3, 9). Moving off plant.

Bee: 2 strategy: learn landed on plant (5, 6) of type: T1 with reward chance of: 10% at tick time: 221.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 7
-- Increase preference for T2 by 1%, now t2pref: 51%, decrease preference for T1 by 1%, now t1pref: 49%.
-- Adding to bee's past flowers: (5, 6).
-- Bee 2 past flowers: [[5 6] [6 6] [5 10] [3 10] [1 6] [-1 4] [2 -1] [2 -3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2 T2 T2]

Bee: 1 flew over but decided not to land on plant (-10, -3) of type: T1

Bee: 0 flew over but decided not to land on plant (2, 7) of type: T2

Bee: 1 flew over but decided not to land on plant (-11, -1) of type: T2

+ Bee: 2 finished harvesting plant (5, 6). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-13, -1) of type: T1

Bee: 1 flew over but decided not to land on plant (-13, -1) of type: T1

Bee: 1 flew over but decided not to land on plant (-13, -2) of type: T1

Bee: 2 flew over but decided not to land on plant (6, 7) of type: T1

Bee: 0 flew over but decided not to land on plant (2, 7) of type: T2

Bee: 1 strategy: learn landed on plant (-12, -3) of type: T2 with reward chance of: 90% at tick time: 233.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T2 by 1%, now t2pref: 58%, decrease preference for T1 by 1%, now t1pref: 42%.
-- Adding to bee's past flowers: (-12, -3).
-- Bee 1 past flowers: [[-12 -3] [-8 -6] [-7 -7] [-3 -9] [-1 -9] [3 -6] [-1 -3] [-1 -2] [-1 3] [-3 3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 strategy: learn landed on plant (7, 7) of type: T2 with reward chance of: 90% at tick time: 234.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 7
-- Increase preference for T1 by 1%, now t1pref: 50%, decrease preference for T2 by 1%, now t2pref: 50%.
-- Adding to bee's past flowers: (7, 7).
-- Bee 2 past flowers: [[7 7] [5 6] [6 6] [5 10] [3 10] [1 6] [-1 4] [2 -1] [2 -3]]

-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T1 T2 T2]

Bee: 0 strategy: learn landed on plant (2, 7) of type: T2 with reward chance of: 90% at tick time: 237.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 6
-- Increase preference for T1 by 1%, now t1pref: 48%, decrease preference for T2 by 1%, now t2pref: 52%.
-- Adding to bee's past flowers: (2, 7).
-- Bee 0 past flowers: [[2 7] [3 9] [3 7] [1 6] [2 6] [2 9] [4 6] [4 3] [5 2] [3 1] [2 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T1 T1 T1]

+ Bee: 1 finished harvesting plant (-12, -3). Moving off plant.

+ Bee: 2 finished harvesting plant (7, 7). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-11, -1) of type: T2

Bee: 2 strategy: learn landed on plant (6, 8) of type: T2 with reward chance of: 90% at tick time: 241.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 8.
-- Increase preference for T2 by 1%, now t2pref: 51%, decrease preference for T1 by 1%, now t1pref: 49%.
-- Adding to bee's past flowers: (6, 8).
-- Bee 2 past flowers: [[6 8] [7 7] [5 6] [6 6] [5 10] [3 10] [1 6] [-1 4] [2 -1] [2 -3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T1 T2 T2]

+ Bee: 0 finished harvesting plant (2, 7). Moving off plant.

Bee: 1 strategy: learn landed on plant (-10, 2) of type: T2 with reward chance of: 90% at tick time: 246.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 8.
-- Increase preference for T2 by 1%, now t2pref: 59%, decrease preference for T1 by 1%, now t1pref: 41%.
-- Adding to bee's past flowers: (-10, 2).
-- Bee 1 past flowers: [[-10 2] [-12 -3] [-8 -6] [-7 -7] [-3 -9] [-1 -9] [3 -6] [-1 -3] [-1 -2] [-1 3] [-3 3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 finished harvesting plant (6, 8). Moving off plant.

Bee: 2 strategy: learn landed on plant (5, 8) of type: T2 with reward chance of: 90% at tick time: 248.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 9.
-- Increase preference for T2 by 1%, now t2pref: 52%, decrease preference for T1 by 1%, now t1pref: 48%.
-- Adding to bee's past flowers: (5, 8).
-- Bee 2 past flowers: [[5 8] [6 8] [7 7] [5 6] [6 6] [5 10] [3 10] [1 6] [-1 4] [2 -1] [2 -3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T1 T2 T2]

Bee: 0 flew over but decided not to land on plant (1, 9) of type: T2

Bee: 0 strategy: learn landed on plant (3, 10) of type: T2 with reward chance of: 90% at tick time: 250.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T2 by 1%, now t2pref: 53%, decrease preference for T1 by 1%, now t1pref: 47%.
-- Adding to bee's past flowers: (3, 10).
-- Bee 0 past flowers: [[3 10] [2 7] [3 9] [3 7] [1 6] [2 6] [2 9] [4 6] [4 3] [5 2] [3 1] [2 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T1 T1 T1]

+ Bee: 1 finished harvesting plant (-10, 2). Moving off plant.

+ Bee: 2 finished harvesting plant (5, 8). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-9, 1) of type: T1

+ Bee: 0 finished harvesting plant (3, 10). Moving off plant.

Bee: 2 flew over but decided not to land on plant (6, 7) of type: T1

Bee: 0 strategy: learn landed on plant (2, 10) of type: T1 with reward chance of: 10% at tick time: 261.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 7
-- Increase preference for T2 by 1%, now t2pref: 54%, decrease preference for T1 by 1%, now t1pref: 46%.
-- Adding to bee's past flowers: (2, 10).
-- Bee 0 past flowers: [[2 10] [3 10] [2 7] [3 9] [3 7] [1 6] [2 6] [2 9] [4 6] [4 3] [5 2] [3 1] [2 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2 T1 T1]

Bee: 1 flew over but decided not to land on plant (-9, 1) of type: T1

Bee: 2 strategy: learn landed on plant (6, 11) of type: T2 with reward chance of: 90% at tick time: 263.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 9
-- Increase preference for T1 by 1%, now t1pref: 49%, decrease preference for T2 by 1%, now t2pref: 51%.
-- Adding to bee's past flowers: (6, 11).
-- Bee 2 past flowers: [[6 11] [5 8] [6 8] [7 7] [5 6] [6 6] [5 10] [3 10] [1 6] [-1 4] [2 -1] [2 -3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T2 T1 T2]

Bee: 1 strategy: learn landed on plant (-9, 1) of type: T1 with reward chance of: 10% at tick time: 264.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 8
-- Increase preference for T2 by 1%, now t2pref: 60%, decrease preference for T1 by 1%, now t1pref: 40%.
-- Adding to bee's past flowers: (-9, 1).
-- Bee 1 past flowers: [[-9 1] [-10 2] [-12 -3] [-8 -6] [-7 -7] [-3 -9] [-1 -9] [3 -6] [-1 -3] [-1 -2] [-1 3] [-3 3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (2, 10). Moving off plant.

+ Bee: 2 finished harvesting plant (6, 11). Moving off plant.

Bee: 0 flew over but decided not to land on plant (1, 9) of type: T2

Bee: 2 strategy: learn landed on plant (7, 11) of type: T2 with reward chance of: 90% at tick time: 270.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 10.
-- Increase preference for T2 by 1%, now t2pref: 52%, decrease preference for T1 by 1%, now t1pref: 48%.
-- Adding to bee's past flowers: (7, 11).
-- Bee 2 past flowers: [[7 11] [6 11] [5 8] [6 8] [7 7] [5 6] [6 6] [5 10] [3 10] [1 6] [-1 4] [2 -1] [2 -3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T2 T1 T2]

+ Bee: 2 returning to hive with 10 nutrients.

+ Bee: 1 finished harvesting plant (-9, 1). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-9, 2) of type: T2

Bee: 2 flew over but decided not to land on plant (7, 10) of type: T1

Bee: 0 strategy: learn landed on plant (-1, 8) of type: T1 with reward chance of: 10% at tick time: 273.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 7
-- Increase preference for T2 by 1%, now t2pref: 55%, decrease preference for T1 by 1%, now t1pref: 45%.
-- Adding to bee's past flowers: (-1, 8).
-- Bee 0 past flowers: [[-1 8] [2 10] [3 10] [2 7] [3 9] [3 7] [1 6] [2 6] [2 9] [4 6] [4 3] [5 2] [3 1] [2 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T2 T1]

Bee: 1 strategy: learn landed on plant (-10, 3) of type: T2 with reward chance of: 90% at tick time: 273.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 9.
-- Increase preference for T2 by 1%, now t2pref: 61%, decrease preference for T1 by 1%, now t1pref: 39%.
-- Adding to bee's past flowers: (-10, 3).
-- Bee 1 past flowers: [[-10 3] [-9 1] [-10 2] [-12 -3] [-8 -6] [-7 -7] [-3 -9] [-1 -9] [3 -6] [-1 -3] [-1 -2] [-1 3] [-3 3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

++ Bee: 2 transferred 10 nutrients to hive. Current hive total now: 20
-- Clearing Bee: 2 past flowers. Setting off to new bout...

Bee: 2 strategy: learn landed on plant (-1, 1) of type: T2 with reward chance of: 90% at tick time: 278.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T2 by 1%, now t2pref: 53%, decrease preference for T1 by 1%, now t1pref: 47%.
-- Adding to bee's past flowers: (-1, 1).
-- Bee 2 past flowers: [[-1 1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T2 T1 T2]

+ Bee: 0 finished harvesting plant (-1, 8). Moving off plant.

+ Bee: 1 finished harvesting plant (-10, 3). Moving off plant.

+ Bee: 2 finished harvesting plant (-1, 1). Moving off plant.

Bee: 2 strategy: learn landed on plant (-1, 3) of type: T1 with reward chance of: 10% at tick time: 285.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 1
-- Increase preference for T2 by 1%, now t2pref: 54%, decrease preference for T1 by 1%, now t1pref: 46%.
-- Adding to bee's past flowers: (-1, 3).
-- Bee 2 past flowers: [[-1 3] [-1 1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2 T2 T1]

Bee: 0 strategy: learn landed on plant (-1, 4) of type: T2 with reward chance of: 90% at tick time: 287.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 8.
-- Increase preference for T2 by 1%, now t2pref: 56%, decrease preference for T1 by 1%, now t1pref: 44%.
-- Adding to bee's past flowers: (-1, 4).
-- Bee 0 past flowers: [[-1 4] [-1 8] [2 10] [3 10] [2 7] [3 9] [3 7] [1 6] [2 6] [2 9] [4 6] [4 3] [5 2] [3 1] [2 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T2 T1]

Bee: 1 strategy: learn landed on plant (-12, 5) of type: T1 with reward chance of: 10% at tick time: 287.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 9
-- Increase preference for T2 by 1%, now t2pref: 62%, decrease preference for T1 by 1%, now t1pref: 38%.
-- Adding to bee's past flowers: (-12, 5).
-- Bee 1 past flowers: [[-12 5] [-10 3] [-9 1] [-10 2] [-12 -3] [-8 -6] [-7 -7] [-3 -9] [-1 -9] [3 -6] [-1 -3] [-1 -2] [-1 3] [-3 3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 finished harvesting plant (-1, 3). Moving off plant.

+ Bee: 1 finished harvesting plant (-12, 5). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-1, 4) of type: T2

+ Bee: 0 finished harvesting plant (-1, 4). Moving off plant.

Bee: 2 strategy: learn landed on plant (-1, 2) of type: T1 with reward chance of: 10% at tick time: 295.
-- Starting attempt of harvest..
-- Bee: 2 strategy: learn succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T1 by 1%, now t1pref: 47%, decrease preference for T2 by 1%, now t2pref: 53%.
-- Adding to bee's past flowers: (-1, 2).
-- Bee 2 past flowers: [[-1 2] [-1 3] [-1 1]]
-- Last 4 success types: [T1 T2 T2 T2] Last 4 failure types: [T1 T2 T2 T1]

Bee: 0 flew over but decided not to land on plant (-1, 6) of type: T2

Bee: 0 flew over but decided not to land on plant (-1, 6) of type: T2

Bee: 1 strategy: learn landed on plant (-13, 6) of type: T2 with reward chance of: 90% at tick time: 297.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 10.
-- Increase preference for T2 by 1%, now t2pref: 63%, decrease preference for T1 by 1%, now t1pref: 37%.
-- Adding to bee's past flowers: (-13, 6).
-- Bee 1 past flowers: [[-13 6] [-12 5] [-10 3] [-9 1] [-10 2] [-12 -3] [-8 -6] [-7 -7] [-3 -9] [-1 -9] [3 -6] [-1 -3] [-1 -2] [-1 3] [-3 3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 1 returning to hive with 10 nutrients.

+ Bee: 2 finished harvesting plant (-1, 2). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-5, 5) of type: T2

+ Bee: 1 finished harvesting plant (-4, 3). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-2, -1) of type: T1

++ Bee: 1 transferred 10 nutrients to hive. Current hive total now: 30
-- Clearing Bee: 1 past flowers. Setting off to new bout...

Bee: 0 flew over but decided not to land on plant (-8, 5) of type: T1

Bee: 0 strategy: learn landed on plant (-8, 4) of type: T2 with reward chance of: 90% at tick time: 307.

-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 9.
-- Increase preference for T2 by 1%, now t2pref: 57%, decrease preference for T1 by 1%, now t1pref: 43%.
-- Adding to bee's past flowers: (-8, 4).
-- Bee 0 past flowers: [[-8 4] [-1 4] [-1 8] [2 10] [3 10] [2 7] [3 9] [3 7] [1 6] [2 6] [2 9] [4 6] [4 3] [5 2] [3 1] [2 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T2 T1]

Bee: 1 strategy: learn landed on plant (2, -1) of type: T2 with reward chance of: 90% at tick time: 312.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T2 by 1%, now t2pref: 64%, decrease preference for T1 by 1%, now t1pref: 36%.
-- Adding to bee's past flowers: (2, -1).
-- Bee 1 past flowers: [[2 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-8, 4). Moving off plant.

Bee: 0 strategy: learn landed on plant (-7, 3) of type: T1 with reward chance of: 10% at tick time: 315.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 9
-- Increase preference for T2 by 1%, now t2pref: 58%, decrease preference for T1 by 1%, now t1pref: 42%.
-- Adding to bee's past flowers: (-7, 3).
-- Bee 0 past flowers: [[-7 3] [-8 4] [-1 4] [-1 8] [2 10] [3 10] [2 7] [3 9] [3 7] [1 6] [2 6] [2 9] [4 6] [4 3] [5 2] [3 1] [2 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T2]

Bee: 2 flew over but decided not to land on plant (-1, -3) of type: T2

+ Bee: 1 finished harvesting plant (2, -1). Moving off plant.

+ Bee: 0 finished harvesting plant (-7, 3). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-8, 1) of type: T1

Bee: 2 flew over but decided not to land on plant (2, -1) of type: T2

Bee: 1 strategy: learn landed on plant (-1, 4) of type: T2 with reward chance of: 90% at tick time: 326.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 65%, decrease preference for T1 by 1%, now t1pref: 35%.
-- Adding to bee's past flowers: (-1, 4).
-- Bee 1 past flowers: [[-1 4] [2 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 strategy: learn landed on plant (2, -1) of type: T2 with reward chance of: 90% at tick time: 327.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T2 by 1%, now t2pref: 54%, decrease preference for T1 by 1%, now t1pref: 46%.
-- Adding to bee's past flowers: (2, -1).
-- Bee 2 past flowers: [[2 -1] [-1 2] [-1 3] [-1 1]]
-- Last 4 success types: [T2 T1 T2 T2] Last 4 failure types: [T1 T2 T2 T1]

Bee: 0 strategy: learn landed on plant (-5, 2) of type: T2 with reward chance of: 90% at tick time: 330.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 10.
-- Increase preference for T2 by 1%, now t2pref: 59%, decrease preference for T1 by 1%, now t1pref: 41%.
-- Adding to bee's past flowers: (-5, 2).
-- Bee 0 past flowers: [[-5 2] [-7 3] [-8 4] [-1 4] [-1 8] [2 10] [3 10] [2 7] [3 9] [3 7] [1 6] [2 6] [2 9] [4 6] [4 3] [5 2] [3 1] [2 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T2]

+ Bee: 0 returning to hive with 10 nutrients.

+ Bee: 1 finished harvesting plant (-1, 4). Moving off plant.

+ Bee: 2 finished harvesting plant (2, -1). Moving off plant.

++ Bee: 0 transferred 10 nutrients to hive. Current hive total now: 40
-- Clearing Bee: 0 past flowers. Setting off to new bout...

Bee: 2 flew over but decided not to land on plant (-1, -2) of type: T2

Bee: 2 strategy: learn landed on plant (-1, -2) of type: T2 with reward chance of: 90% at tick time: 336.

-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T2 by 1%, now t2pref: 55%, decrease preference for T1 by 1%, now t1pref: 45%.
-- Adding to bee's past flowers: (-1, -2).
-- Bee 2 past flowers: [[-1 -2] [2 -1] [-1 2] [-1 3] [-1 1]]
-- Last 4 success types: [T2 T2 T1 T2] Last 4 failure types: [T1 T2 T2 T1]

Bee: 1 flew over but decided not to land on plant (-1, 3) of type: T1

Bee: 1 strategy: learn landed on plant (-2, 4) of type: T2 with reward chance of: 90% at tick time: 337.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T2 by 1%, now t2pref: 66%, decrease preference for T1 by 1%, now t1pref: 34%.
-- Adding to bee's past flowers: (-2, 4).
-- Bee 1 past flowers: [[-2 4] [-1 4] [2 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

Bee: 0 flew over but decided not to land on plant (-1, 1) of type: T2

Bee: 0 flew over but decided not to land on plant (-1, 2) of type: T1

+ Bee: 2 finished harvesting plant (-1, -2). Moving off plant.

Bee: 0 strategy: learn landed on plant (-1, 4) of type: T2 with reward chance of: 90% at tick time: 343.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T2 by 1%, now t2pref: 60%, decrease preference for T1 by 1%, now t1pref: 40%.
-- Adding to bee's past flowers: (-1, 4).
-- Bee 0 past flowers: [[-1 4]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T2]

+ Bee: 1 finished harvesting plant (-2, 4). Moving off plant.

Bee: 1 strategy: learn landed on plant (-3, 3) of type: T1 with reward chance of: 10% at tick time: 345.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 3
-- Increase preference for T2 by 1%, now t2pref: 67%, decrease preference for T1 by 1%, now t1pref: 33%.
-- Adding to bee's past flowers: (-3, 3).
-- Bee 1 past flowers: [[-3 3] [-2 4] [-1 4] [2 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 flew over but decided not to land on plant (-1, -3) of type: T2

Bee: 2 strategy: learn landed on plant (1, -4) of type: T2 with reward chance of: 90% at tick time: 349.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T2 by 1%, now t2pref: 56%, decrease preference for T1 by 1%, now t1pref: 44%.
-- Adding to bee's past flowers: (1, -4).
-- Bee 2 past flowers: [[1 -4] [-1 -2] [2 -1] [-1 2] [-1 3] [-1 1]]
-- Last 4 success types: [T2 T2 T2 T1] Last 4 failure types: [T1 T2 T2 T1]

+ Bee: 0 finished harvesting plant (-1, 4). Moving off plant.

+ Bee: 1 finished harvesting plant (-3, 3). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-1, 3) of type: T1

+ Bee: 2 finished harvesting plant (1, -4). Moving off plant.

Bee: 1 strategy: learn landed on plant (-1, 3) of type: T1 with reward chance of: 10% at tick time: 355.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 3
-- Increase preference for T2 by 1%, now t2pref: 68%, decrease preference for T1 by 1%, now t1pref: 32%.
-- Adding to bee's past flowers: (-1, 3).
-- Bee 1 past flowers: [[-1 3] [-3 3] [-2 4] [-1 4] [2 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

7.2.Stay strategy acceptance test results

Starting new model...
Plant (pxcor, pycor): (-4, 19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, -20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, -5) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, -12) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, 13) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (4, -14) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, -10) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, -14) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, -2) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 15) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-8, 5) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, 1) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, -6) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, 2) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, -18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, -6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, 17) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, 20) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (7, -18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, -11) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, -19) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, 18) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, -17) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (1, -12) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, 10) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (17, 6) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, 16) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, -9) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (15, 5) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, -17) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, 7) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, 12) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, -20) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, 20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, 13) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, -16) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, 8) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (4, -17) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, -6) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, 18) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, -14) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, -14) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, 7) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, 20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, 3) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, -7) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-8, 16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, 13) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, -9) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -11) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, 14) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, 3) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, -20) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, 11) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, -7) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, -9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, -18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, -6) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, -18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, -4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, -17) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, -5) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, 4) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, 19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, -16) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, -12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, 16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, -5) is type: T2 and has: 4 flowers with reward chance of: 10%.

Plant (pxcor, pycor): (-3, 19) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, -12) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, -13) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, -19) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, 12) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, 1) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, 4) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (14, -10) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-4, -15) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, 13) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (1, 1) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, -6) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, -12) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, -12) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, 13) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -17) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, 8) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, -9) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (4, -1) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, 8) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, 14) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, 14) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, 5) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, -3) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, -1) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, 7) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (5, 11) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-11, 9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, 7) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, -17) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (11, 14) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, -8) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, -3) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, -5) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, -7) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (5, 16) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, -4) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, 1) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-4, 7) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, 11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, 19) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (7, -19) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, -19) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-11, 11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-16, -2) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, -19) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, 14) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, 11) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, 6) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, 11) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (7, -2) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, 11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, 12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, -20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, -17) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (4, 16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, -4) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, -7) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, 12) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-8, 2) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, -14) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, -13) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 18) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, -6) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, -19) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, 19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (5, 5) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, 2) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 15) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, -20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, 5) is type: T2 and has: 4 flowers with reward chance of: 10%.

Plant (pxcor, pycor): (9, -11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, 4) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, 6) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, -16) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, -12) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, 6) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, 14) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, -16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, 8) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, -16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, -6) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-12, -3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 19) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, 4) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, 1) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, -11) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, -20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-11, 17) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (14, -16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, -9) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, -9) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, 2) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, -4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, -20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, 5) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (7, -18) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, 15) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, -2) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-16, 10) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, 16) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, 15) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, -13) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (5, 12) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, -1) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, -8) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, 15) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, 18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (4, -14) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (4, 15) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, -20) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, -18) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, 19) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, 19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, -11) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, -19) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, 18) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, -12) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, -12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (1, 12) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (10, -15) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, 14) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, 11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, 5) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, -15) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (12, 7) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, 19) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 8) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, -19) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, -2) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, 11) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, -12) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, 20) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, 20) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-14, -2) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, -20) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, -4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, -20) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (14, 5) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, 12) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 20) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, 10) is type: T2 and has: 4 flowers with reward chance of: 10%.

Plant (pxcor, pycor): (-6, -13) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, 11) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-11, 2) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, 6) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, 15) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, -14) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, -6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, -4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, 19) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, -14) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, -2) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-11, 11) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, 5) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, -18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, -12) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, 11) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, -2) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, -19) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, 1) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, 9) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (10, 4) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, -9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, 18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, -20) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, 16) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (4, -5) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-4, 1) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, -9) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, -15) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, 16) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, 7) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, 20) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, -2) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, -4) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, -9) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, -17) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, -8) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, 11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, -18) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, -1) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, -2) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, -11) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (10, 17) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, 20) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, -19) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, -13) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, -17) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, 13) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, 11) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, 14) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, 1) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, -4) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, -11) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, -1) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, 16) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, 11) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, 4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, -8) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, 10) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, 20) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, -10) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, -16) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -2) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, -1) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, -15) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -1) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, 19) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, 2) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, 7) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, 9) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, 12) is type: T2 and has: 3 flowers with reward chance of: 10%.

Plant (pxcor, pycor): (7, 11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, -9) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, -4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (14, -11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, -17) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, 11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (7, 19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, 19) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, -8) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (17, 9) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, -19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, 17) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, -9) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-11, -4) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-8, -2) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 14) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, 12) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, -19) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, 16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, -16) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, 5) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-14, 9) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, 9) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, 2) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-8, 10) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, -4) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, -6) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-12, -12) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-11, -3) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, 14) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, 19) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, 11) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, -16) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, 10) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, -16) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, 1) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, 1) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, 18) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-11, 10) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, 4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, -2) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, 17) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, 11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, 10) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, -20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, -5) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, 20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (5, 19) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (7, 18) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (5, -14) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, -7) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, -13) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, 18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, -1) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (10, 9) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, -4) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, -14) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, -14) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, -2) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, -7) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, -4) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, -12) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, 3) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, -6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, 9) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, -4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, -3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, 15) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, -19) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, -2) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, 6) is type: T2 and has: 4 flowers with reward chance of: 10%.

Plant (pxcor, pycor): (-1, -17) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (1, -5) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, 6) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, -7) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-16, 14) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, 3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, -17) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, -16) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, 13) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, 9) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, -20) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, 10) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (17, -10) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, -17) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, -8) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, 13) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, 8) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, 17) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 14) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, -6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (5, 18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 20) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, -5) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, 3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, -2) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, -6) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, 15) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-4, -13) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, -17) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, -13) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, 7) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, -6) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, -19) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, -11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, -18) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, 16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, -1) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, 12) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, 3) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, 12) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, -16) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, 18) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, 20) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-11, 19) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, -16) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, -9) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (12, 13) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (14, 18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, -9) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, 20) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, -7) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, 3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, 17) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, -9) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (10, 17) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, -16) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (5, -17) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-14, -16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, -4) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, -15) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (7, -13) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, 12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, -15) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, -17) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, 18) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-4, -16) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (10, -9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (7, 11) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, -15) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (15, -16) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -2) is type: T2 and has: 5 flowers with reward chance of: 10%.

Plant (pxcor, pycor): (-6, 20) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, 18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, 6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, -12) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, 8) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, -6) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, -7) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (10, 1) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (11, 18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, 9) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (17, 15) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (7, -3) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, -12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, 16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, -6) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, 3) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, -16) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (4, -14) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, -20) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, -11) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, -2) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, -1) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, 20) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, -6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (10, 16) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (12, -13) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, 13) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, -18) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, 18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, -5) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, 19) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-14, 18) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, -20) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, 6) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, 3) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, -1) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, 3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, 11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, 15) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, 8) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, 12) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, 3) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, 18) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, -17) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, -18) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, -18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, -18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, 20) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, -18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, 11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, 11) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, -10) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, 8) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, 5) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, -6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, 10) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, -20) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, 14) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, -18) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 3) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-14, 4) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, 1) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, 7) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, 19) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, 3) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (1, -4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, 13) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, 4) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, 5) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, -9) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, -5) is type: T1 and has: 3 flowers with reward chance of: 90%.

Plant (pxcor, pycor): (12, 16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-14, 16) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, 19) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, -4) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, -12) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-11, 18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, -13) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, -17) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, -13) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, 4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, 20) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-14, -13) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (15, -4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (17, 7) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, 20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, 19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, -14) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, 11) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-4, 8) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (15, -10) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, 6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, -1) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, 11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, -4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Setup complete.
Final parameters: Plant density: 30
T1's initial rewarding chance: 65
T2's initial rewarding chance: 25
Time to switch rewards/strategy: 1000

Bee: 1 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 0 flew over but decided not to land on plant (-1, -1) of type: T1

Bee: 0 strategy: normal landed on plant (-1, -1) of type: T1 with reward chance of: 90% at tick time: 6.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T1 by 1%, now t1pref: 66%, decrease preference for T2 by 1%, now t2pref: 24%.
-- Adding to bee's past flowers: (-1, -1).
-- Bee 0 past flowers: [[-1 -1]]
-- Last 4 success types: [T1] Last 4 failure types: []

Bee: 1 flew over but decided not to land on plant (3, 3) of type: T1

Bee: 2 flew over but decided not to land on plant (-1, -1) of type: T1

Bee: 2 strategy: normal landed on plant (-1, -1) of type: T1 with reward chance of: 90% at tick time: 8.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T1 by 1%, now t1pref: 66%, decrease preference for T2 by 1%, now t2pref: 24%.
-- Adding to bee's past flowers: (-1, -1).
-- Bee 2 past flowers: [[-1 -1]]
-- Last 4 success types: [T1] Last 4 failure types: []

+ Bee: 0 finished harvesting plant (-1, -1). Moving off plant.

+ Bee: 2 finished harvesting plant (-1, -1). Moving off plant.

Bee: 2 strategy: normal landed on plant (-2, -4) of type: T2 with reward chance of: 10% at tick time: 21.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 1
-- Increase preference for T1 by 1%, now t1pref: 67%, decrease preference for T2 by 1%, now t2pref: 23%.
-- Adding to bee's past flowers: (-2, -4).
-- Bee 2 past flowers: [[-2 -4] [-1 -1]]
-- Last 4 success types: [T1] Last 4 failure types: [T2]

Bee: 0 flew over but decided not to land on plant (1, -4) of type: T2

Bee: 0 flew over but decided not to land on plant (1, -4) of type: T2

+ Bee: 2 finished harvesting plant (-2, -4). Moving off plant.

Bee: 2 strategy: normal landed on plant (-2, -5) of type: T1 with reward chance of: 90% at tick time: 28.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T1 by 1%, now t1pref: 68%, decrease preference for T2 by 1%, now t2pref: 22%.
-- Adding to bee's past flowers: (-2, -5).
-- Bee 2 past flowers: [[-2 -5] [-2 -4] [-1 -1]]
-- Last 4 success types: [T1 T1] Last 4 failure types: [T2]

Bee: 1 strategy: normal landed on plant (-1, 1) of type: T2 with reward chance of: 10% at tick time: 29.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 0
-- Increase preference for T1 by 1%, now t1pref: 66%, decrease preference for T2 by 1%, now t2pref: 24%.
-- Adding to bee's past flowers: (-1, 1).
-- Bee 1 past flowers: [[-1 1]]
-- Last 4 success types: [] Last 4 failure types: [T2]

Bee: 0 flew over but decided not to land on plant (1, 1) of type: T2

+ Bee: 2 finished harvesting plant (-2, -5). Moving off plant.

+ Bee: 1 finished harvesting plant (-1, 1). Moving off plant.

Bee: 0 strategy: normal landed on plant (2, -1) of type: T1 with reward chance of: 90% at tick time: 42.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T1 by 1%, now t1pref: 67%, decrease preference for T2 by 1%, now t2pref: 23%.
-- Adding to bee's past flowers: (2, -1).
-- Bee 0 past flowers: [[2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1] Last 4 failure types: []

Bee: 2 strategy: normal landed on plant (-6, -6) of type: T2 with reward chance of: 10% at tick time: 48.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 2
-- Increase preference for T1 by 1%, now t1pref: 69%, decrease preference for T2 by 1%, now t2pref: 21%.
-- Adding to bee's past flowers: (-6, -6).
-- Bee 2 past flowers: [[-6 -6] [-2 -5] [-2 -4] [-1 -1]]
-- Last 4 success types: [T1 T1] Last 4 failure types: [T2 T2]

+ Bee: 0 finished harvesting plant (2, -1). Moving off plant.

Bee: 1 flew over but decided not to land on plant (1, -4) of type: T2

+ Bee: 2 finished harvesting plant (-6, -6). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-7, -7) of type: T2

Bee: 1 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 1 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 1 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 2 flew over but decided not to land on plant (-7, -7) of type: T2

Bee: 2 flew over but decided not to land on plant (-8, -4) of type: T2

Bee: 2 flew over but decided not to land on plant (-8, -2) of type: T2

Bee: 0 flew over but decided not to land on plant (11, 4) of type: T2

Bee: 2 flew over but decided not to land on plant (-8, -2) of type: T2

Bee: 0 flew over but decided not to land on plant (11, 4) of type: T2

Bee: 2 strategy: normal landed on plant (-9, -4) of type: T1 with reward chance of: 90% at tick time: 75.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T1 by 1%, now t1pref: 70%, decrease preference for T2 by 1%, now t2pref: 20%.
-- Adding to bee's past flowers: (-9, -4).

-- Bee 2 past flowers: [[-9 -4] [-6 -6] [-2 -5] [-2 -4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1] Last 4 failure types: [T2 T2]

Bee: 0 strategy: normal landed on plant (8, 2) of type: T1 with reward chance of: 90% at tick time: 79.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T1 by 1%, now t1pref: 68%, decrease preference for T2 by 1%, now t2pref: 22%.
-- Adding to bee's past flowers: (8, 2).
-- Bee 0 past flowers: [[8 2] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1] Last 4 failure types: []

+ Bee: 2 finished harvesting plant (-9, -4). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-10, -6) of type: T2

Bee: 1 flew over but decided not to land on plant (-1, -1) of type: T1

Bee: 2 flew over but decided not to land on plant (-10, -6) of type: T2

+ Bee: 0 finished harvesting plant (8, 2). Moving off plant.

Bee: 1 strategy: normal landed on plant (-1, -1) of type: T1 with reward chance of: 90% at tick time: 86.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T1 by 1%, now t1pref: 67%, decrease preference for T2 by 1%, now t2pref: 23%.
-- Adding to bee's past flowers: (-1, -1).
-- Bee 1 past flowers: [[-1 -1] [-1 1]]
-- Last 4 success types: [T1] Last 4 failure types: [T2]

Bee: 2 flew over but decided not to land on plant (-7, -7) of type: T2

+ Bee: 1 finished harvesting plant (-1, -1). Moving off plant.

Bee: 2 strategy: normal landed on plant (-6, -4) of type: T1 with reward chance of: 90% at tick time: 92.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (-6, -4).
-- Bee 2 past flowers: [[-6 -4] [-9 -4] [-6 -6] [-2 -5] [-2 -4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2]

+ Bee: 2 finished harvesting plant (-6, -4). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-3, -2) of type: T2

Bee: 2 strategy: normal landed on plant (-5, -3) of type: T2 with reward chance of: 10% at tick time: 99.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 4
-- Increase preference for T1 by 1%, now t1pref: 72%, decrease preference for T2 by 1%, now t2pref: 18%.
-- Adding to bee's past flowers: (-5, -3).
-- Bee 2 past flowers: [[-5 -3] [-6 -4] [-9 -4] [-6 -6] [-2 -5] [-2 -4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2]

Bee: 1 strategy: normal landed on plant (-3, -2) of type: T2 with reward chance of: 10% at tick time: 102.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 24%, decrease preference for T1 by 1%, now t1pref: 66%.
-- Adding to bee's past flowers: (-3, -2).
-- Bee 1 past flowers: [[-3 -2] [-1 -1] [-1 1]]
-- Last 4 success types: [T2 T1] Last 4 failure types: [T2]

Bee: 0 strategy: normal landed on plant (10, 4) of type: T1 with reward chance of: 90% at tick time: 105.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T1 by 1%, now t1pref: 69%, decrease preference for T2 by 1%, now t2pref: 21%.
-- Adding to bee's past flowers: (10, 4).
-- Bee 0 past flowers: [[10 4] [8 2] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: []

+ Bee: 2 finished harvesting plant (-5, -3). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-3, -2) of type: T2

+ Bee: 1 finished harvesting plant (-3, -2). Moving off plant.

+ Bee: 0 finished harvesting plant (10, 4). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-3, -6) of type: T2

Bee: 2 flew over but decided not to land on plant (-5, -7) of type: T2

Bee: 2 flew over but decided not to land on plant (-5, -7) of type: T2

Bee: 2 flew over but decided not to land on plant (-5, -7) of type: T2

Bee: 1 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 2 flew over but decided not to land on plant (-7, -7) of type: T2

Bee: 0 flew over but decided not to land on plant (4, 4) of type: T2

Bee: 0 flew over but decided not to land on plant (3, 6) of type: T2

Bee: 1 strategy: normal landed on plant (6, 2) of type: T1 with reward chance of: 90% at tick time: 140.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T1 by 1%, now t1pref: 67%, decrease preference for T2 by 1%, now t2pref: 23%.
-- Adding to bee's past flowers: (6, 2).
-- Bee 1 past flowers: [[6 2] [-3 -2] [-1 -1] [-1 1]]
-- Last 4 success types: [T1 T2 T1] Last 4 failure types: [T2]

Bee: 0 flew over but decided not to land on plant (3, 4) of type: T1

Bee: 0 flew over but decided not to land on plant (3, 6) of type: T2

+ Bee: 1 finished harvesting plant (6, 2). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-5, -7) of type: T2

Bee: 2 strategy: normal landed on plant (-7, -7) of type: T2 with reward chance of: 10% at tick time: 148.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 4
-- Increase preference for T1 by 1%, now t1pref: 73%, decrease preference for T2 by 1%, now t2pref: 17%.
-- Adding to bee's past flowers: (-7, -7).
-- Bee 2 past flowers: [[-7 -7] [-5 -3] [-6 -4] [-9 -4] [-6 -6] [-2 -5] [-2 -4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

+ Bee: 2 finished harvesting plant (-7, -7). Moving off plant.

Bee: 0 strategy: normal landed on plant (-3, 7) of type: T2 with reward chance of: 10% at tick time: 155.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 4
-- Increase preference for T1 by 1%, now t1pref: 70%, decrease preference for T2 by 1%, now t2pref: 20%.
-- Adding to bee's past flowers: (-3, 7).
-- Bee 0 past flowers: [[-3 7] [10 4] [8 2] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2]

+ Bee: 0 finished harvesting plant (-3, 7). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-4, 8) of type: T2

Bee: 1 strategy: normal landed on plant (8, 2) of type: T1 with reward chance of: 90% at tick time: 162.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T1 by 1%, now t1pref: 68%, decrease preference for T2 by 1%, now t2pref: 22%.
-- Adding to bee's past flowers: (8, 2).
-- Bee 1 past flowers: [[8 2] [6 2] [-3 -2] [-1 -1] [-1 1]]
-- Last 4 success types: [T1 T1 T2 T1] Last 4 failure types: [T2]

Bee: 0 strategy: normal landed on plant (-4, 7) of type: T2 with reward chance of: 10% at tick time: 163.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 4

-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (-4, 7).
-- Bee 0 past flowers: [[-4 7] [-3 7] [10 4] [8 2] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2]

Bee: 2 flew over but decided not to land on plant (-5, -7) of type: T2

Bee: 2 flew over but decided not to land on plant (-5, -7) of type: T2

+ Bee: 1 finished harvesting plant (8, 2). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-3, -6) of type: T2

+ Bee: 0 finished harvesting plant (-4, 7). Moving off plant.

Bee: 0 strategy: normal landed on plant (-3, 8) of type: T1 with reward chance of: 90% at tick time: 170.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T1 by 1%, now t1pref: 72%, decrease preference for T2 by 1%, now t2pref: 18%.
-- Adding to bee's past flowers: (-3, 8).
-- Bee 0 past flowers: [[-3 8] [-4 7] [-3 7] [10 4] [8 2] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2]

Bee: 1 flew over but decided not to land on plant (10, 1) of type: T2

Bee: 1 strategy: normal landed on plant (11, 1) of type: T1 with reward chance of: 90% at tick time: 173.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T1 by 1%, now t1pref: 69%, decrease preference for T2 by 1%, now t2pref: 21%.
-- Adding to bee's past flowers: (11, 1).
-- Bee 1 past flowers: [[11 1] [8 2] [6 2] [-3 -2] [-1 -1] [-1 1]]
-- Last 4 success types: [T1 T1 T1 T2] Last 4 failure types: [T2]

+ Bee: 0 finished harvesting plant (-3, 8). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-4, 8) of type: T2

+ Bee: 1 finished harvesting plant (11, 1). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-4, 5) of type: T2

Bee: 0 flew over but decided not to land on plant (-6, 7) of type: T1

Bee: 0 flew over but decided not to land on plant (-7, 7) of type: T2

Bee: 0 flew over but decided not to land on plant (-7, 7) of type: T2

Bee: 0 strategy: normal landed on plant (-6, 7) of type: T1 with reward chance of: 90% at tick time: 191.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T1 by 1%, now t1pref: 73%, decrease preference for T2 by 1%, now t2pref: 17%.
-- Adding to bee's past flowers: (-6, 7).
-- Bee 0 past flowers: [[-6 7] [-3 8] [-4 7] [-3 7] [10 4] [8 2] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2]

+ Bee: 0 finished harvesting plant (-6, 7). Moving off plant.

Bee: 1 strategy: normal landed on plant (10, -5) of type: T1 with reward chance of: 90% at tick time: 210.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T1 by 1%, now t1pref: 70%, decrease preference for T2 by 1%, now t2pref: 20%.
-- Adding to bee's past flowers: (10, -5).
-- Bee 1 past flowers: [[10 -5] [11 1] [8 2] [6 2] [-3 -2] [-1 -1] [-1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2]

Bee: 2 flew over but decided not to land on plant (-2, -9) of type: T2

Bee: 2 flew over but decided not to land on plant (-4, -9) of type: T2

Bee: 0 strategy: normal landed on plant (-13, 8) of type: T1 with reward chance of: 90% at tick time: 215.
-- Starting attempt of harvest..

-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T1 by 1%, now t1pref: 74%, decrease preference for T2 by 1%, now t2pref: 16%.
-- Adding to bee's past flowers: (-13, 8).
-- Bee 0 past flowers: [[-13 8] [-6 7] [-3 8] [-4 7] [-3 7] [10 4] [8 2] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2]

+ Bee: 1 finished harvesting plant (10, -5). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-5, -8) of type: T2

Bee: 2 flew over but decided not to land on plant (-6, -9) of type: T2

Bee: 1 flew over but decided not to land on plant (8, -4) of type: T2

+ Bee: 0 finished harvesting plant (-13, 8). Moving off plant.

Bee: 1 strategy: normal landed on plant (8, -4) of type: T2 with reward chance of: 10% at tick time: 222.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 6
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (8, -4).
-- Bee 1 past flowers: [[8 -4] [10 -5] [11 1] [8 2] [6 2] [-3 -2] [-1 -1] [-1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2]

Bee: 2 flew over but decided not to land on plant (-6, -9) of type: T2

+ Bee: 1 finished harvesting plant (8, -4). Moving off plant.

Bee: 1 strategy: normal landed on plant (7, -3) of type: T1 with reward chance of: 90% at tick time: 229.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T1 by 1%, now t1pref: 72%, decrease preference for T2 by 1%, now t2pref: 18%.
-- Adding to bee's past flowers: (7, -3).
-- Bee 1 past flowers: [[7 -3] [8 -4] [10 -5] [11 1] [8 2] [6 2] [-3 -2] [-1 -1] [-1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2]

Bee: 2 flew over but decided not to land on plant (-10, -7) of type: T2

Bee: 0 strategy: normal landed on plant (-14, 9) of type: T1 with reward chance of: 90% at tick time: 230.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 8.
-- Increase preference for T1 by 1%, now t1pref: 75%, decrease preference for T2 by 1%, now t2pref: 15%.
-- Adding to bee's past flowers: (-14, 9).
-- Bee 0 past flowers: [[-14 9] [-13 8] [-6 7] [-3 8] [-4 7] [-3 7] [10 4] [8 2] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2]

Bee: 2 flew over but decided not to land on plant (-10, -7) of type: T2

Bee: 2 flew over but decided not to land on plant (-10, -7) of type: T2

+ Bee: 1 finished harvesting plant (7, -3). Moving off plant.

+ Bee: 0 finished harvesting plant (-14, 9). Moving off plant.

Bee: 0 strategy: normal landed on plant (-13, 9) of type: T2 with reward chance of: 10% at tick time: 237.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 8
-- Increase preference for T1 by 1%, now t1pref: 76%, decrease preference for T2 by 1%, now t2pref: 14%.
-- Adding to bee's past flowers: (-13, 9).
-- Bee 0 past flowers: [[-13 9] [-14 9] [-13 8] [-6 7] [-3 8] [-4 7] [-3 7] [10 4] [8 2] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2]

Bee: 1 flew over but decided not to land on plant (6, -2) of type: T2

Bee: 1 strategy: normal landed on plant (6, -1) of type: T1 with reward chance of: 90% at tick time: 241.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 7
-- Increase preference for T2 by 1%, now t2pref: 19%, decrease preference for T1 by 1%, now t1pref: 71%.
-- Adding to bee's past flowers: (6, -1).
-- Bee 1 past flowers: [[6 -1] [7 -3] [8 -4] [10 -5] [11 1] [8 2] [6 2] [-3 -2] [-1 -1] [-1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T2 T2]

+ Bee: 0 finished harvesting plant (-13, 9). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-10, -7) of type: T2

+ Bee: 1 finished harvesting plant (6, -1). Moving off plant.

Bee: 1 flew over but decided not to land on plant (6, -2) of type: T2

Bee: 2 flew over but decided not to land on plant (-14, -4) of type: T1

Bee: 2 strategy: normal landed on plant (-15, -4) of type: T1 with reward chance of: 90% at tick time: 251.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T1 by 1%, now t1pref: 74%, decrease preference for T2 by 1%, now t2pref: 16%.
-- Adding to bee's past flowers: (-15, -4).
-- Bee 2 past flowers: [[-15 -4] [-7 -7] [-5 -3] [-6 -4] [-9 -4] [-6 -6] [-2 -5] [-2 -4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 0 flew over but decided not to land on plant (-11, 9) of type: T1

Bee: 0 strategy: normal landed on plant (-11, 10) of type: T1 with reward chance of: 90% at tick time: 254.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 9.
-- Increase preference for T1 by 1%, now t1pref: 77%, decrease preference for T2 by 1%, now t2pref: 13%.
-- Adding to bee's past flowers: (-11, 10).
-- Bee 0 past flowers: [[-11 10] [-13 9] [-14 9] [-13 8] [-6 7] [-3 8] [-4 7] [-3 7] [10 4] [8 2] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2]

+ Bee: 2 finished harvesting plant (-15, -4). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-17, -3) of type: T2

Bee: 2 flew over but decided not to land on plant (-19, -1) of type: T2

+ Bee: 0 finished harvesting plant (-11, 10). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-19, -1) of type: T2

Bee: 2 strategy: normal landed on plant (-20, -2) of type: T1 with reward chance of: 90% at tick time: 270.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 17%, decrease preference for T1 by 1%, now t1pref: 73%.
-- Adding to bee's past flowers: (-20, -2).
-- Bee 2 past flowers: [[-20 -2] [-15 -4] [-7 -7] [-5 -3] [-6 -4] [-9 -4] [-6 -6] [-2 -5] [-2 -4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T2 T2 T2]

Bee: 0 strategy: normal landed on plant (-7, 7) of type: T2 with reward chance of: 10% at tick time: 275.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 9
-- Increase preference for T1 by 1%, now t1pref: 78%, decrease preference for T2 by 1%, now t2pref: 12%.
-- Adding to bee's past flowers: (-7, 7).
-- Bee 0 past flowers: [[-7 7] [-11 10] [-13 9] [-14 9] [-13 8] [-6 7] [-3 8] [-4 7] [-3 7] [10 4] [8 2] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

+ Bee: 2 finished harvesting plant (-20, -2). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-17, -3) of type: T2

+ Bee: 0 finished harvesting plant (-7, 7). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-17, -3) of type: T2

Bee: 2 strategy: normal landed on plant (-18, -1) of type: T1 with reward chance of: 90% at tick time: 284.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T1 by 1%, now t1pref: 74%, decrease preference for T2 by 1%, now t2pref: 16%.
-- Adding to bee's past flowers: (-18, -1).
-- Bee 2 past flowers: [[-18 -1] [-20 -2] [-15 -4] [-7 -7] [-5 -3] [-6 -4] [-9 -4] [-6 -6] [-2 -5] [-2 -4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T2 T2 T2]

Bee: 0 strategy: normal landed on plant (-5, 6) of type: T1 with reward chance of: 90% at tick time: 286.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 10.
-- Increase preference for T1 by 1%, now t1pref: 79%, decrease preference for T2 by 1%, now t2pref: 11%.
-- Adding to bee's past flowers: (-5, 6).
-- Bee 0 past flowers: [[-5 6] [-7 7] [-11 10] [-13 9] [-14 9] [-13 8] [-6 7] [-3 8] [-4 7] [-3 7] [10 4] [8 2] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

+ Bee: 0 returning to hive with 10 nutrients.

Bee: 1 flew over but decided not to land on plant (7, -2) of type: T2

Bee: 0 flew over but decided not to land on plant (-1, 1) of type: T2

Bee: 1 strategy: normal landed on plant (7, -2) of type: T2 with reward chance of: 10% at tick time: 290.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 7
-- Increase preference for T1 by 1%, now t1pref: 72%, decrease preference for T2 by 1%, now t2pref: 18%.
-- Adding to bee's past flowers: (7, -2).
-- Bee 1 past flowers: [[7 -2] [6 -1] [7 -3] [8 -4] [10 -5] [11 1] [8 2] [6 2] [-3 -2] [-1 -1] [-1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T1 T2 T2]

+ Bee: 2 finished harvesting plant (-18, -1). Moving off plant.

Bee: 2 strategy: normal landed on plant (-16, -1) of type: T1 with reward chance of: 90% at tick time: 292.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T1 by 1%, now t1pref: 75%, decrease preference for T2 by 1%, now t2pref: 15%.
-- Adding to bee's past flowers: (-16, -1).
-- Bee 2 past flowers: [[-16 -1] [-18 -1] [-20 -2] [15 -4] [-7 -7] [-5 -3] [-6 -4] [-9 -4] [-6 -6] [-2 -5] [-2 -4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T2 T2 T2]

++ Bee: 0 transferred 10 nutrients to hive. Current hive total now: 10
-- Clearing Bee: 0 past flowers. Setting off to new bout...

+ Bee: 1 finished harvesting plant (7, -2). Moving off plant.

Bee: 0 strategy: normal landed on plant (2, -1) of type: T1 with reward chance of: 90% at tick time: 297.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T1 by 1%, now t1pref: 80%, decrease preference for T2 by 1%, now t2pref: 10%.
-- Adding to bee's past flowers: (2, -1).
-- Bee 0 past flowers: [[2 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

+ Bee: 2 finished harvesting plant (-16, -1). Moving off plant.

Bee: 1 flew over but decided not to land on plant (6, -2) of type: T2

Bee: 2 flew over but decided not to land on plant (-16, -2) of type: T2

Bee: 2 flew over but decided not to land on plant (-16, -2) of type: T2

Bee: 2 flew over but decided not to land on plant (-16, -2) of type: T2

+ Bee: 0 finished harvesting plant (2, -1). Moving off plant.

Bee: 1 strategy: normal landed on plant (6, 4) of type: T1 with reward chance of: 90% at tick time: 306.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 8.
-- Increase preference for T1 by 1%, now t1pref: 73%, decrease preference for T2 by 1%, now t2pref: 17%.
-- Adding to bee's past flowers: (6, 4).
-- Bee 1 past flowers: [[6 4] [7 -2] [6 -1] [7 -3] [8 -4] [10 -5] [11 1] [8 2] [6 2] [-3 -2] [-1 -1] [-1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T1 T2 T2]

Bee: 2 flew over but decided not to land on plant (-15, -6) of type: T2

+ Bee: 1 finished harvesting plant (6, 4). Moving off plant.

Bee: 1 strategy: normal landed on plant (6, 6) of type: T1 with reward chance of: 90% at tick time: 313.
-- Starting attempt of harvest..

-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 9.
-- Increase preference for T1 by 1%, now t1pref: 74%, decrease preference for T2 by 1%, now t2pref: 16%.
-- Adding to bee's past flowers: (6, 6).
-- Bee 1 past flowers: [[6 6] [6 4] [7 -2] [6 -1] [7 -3] [8 -4] [10 -5] [11 1] [8 2] [6 2] [-3 -2] [-1 -1] [-1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T1 T2 T2]

Bee: 2 flew over but decided not to land on plant (-14, -6) of type: T2

+ Bee: 1 finished harvesting plant (6, 6). Moving off plant.

Bee: 0 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 0 flew over but decided not to land on plant (6, -2) of type: T2

Bee: 2 strategy: normal landed on plant (-16, -8) of type: T1 with reward chance of: 90% at tick time: 327.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 7
-- Increase preference for T2 by 1%, now t2pref: 16%, decrease preference for T1 by 1%, now t1pref: 74%.
-- Adding to bee's past flowers: (-16, -8).
-- Bee 2 past flowers: [[-16 -8] [-16 -1] [-18 -1] [-20 -2] [-15 -4] [-7 -7] [-5 -3] [-6 -4] [-9 -4] [-6 -6] [-2 -5] [-2 -4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T2 T2]

Bee: 0 strategy: normal landed on plant (6, -2) of type: T2 with reward chance of: 10% at tick time: 328.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 1
-- Increase preference for T1 by 1%, now t1pref: 81%, decrease preference for T2 by 1%, now t2pref: 9%.
-- Adding to bee's past flowers: (6, -2).
-- Bee 0 past flowers: [[6 -2] [2 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

+ Bee: 2 finished harvesting plant (-16, -8). Moving off plant.

+ Bee: 0 finished harvesting plant (6, -2). Moving off plant.

Bee: 1 strategy: normal landed on plant (2, -1) of type: T1 with reward chance of: 90% at tick time: 336.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 10.
-- Increase preference for T1 by 1%, now t1pref: 75%, decrease preference for T2 by 1%, now t2pref: 15%.
-- Adding to bee's past flowers: (2, -1).
-- Bee 1 past flowers: [[2 -1] [6 6] [6 4] [7 -2] [6 -1] [7 -3] [8 -4] [10 -5] [11 1] [8 2] [6 2] [-3 -2] [-1 -1] [-1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T1 T2 T2]

+ Bee: 1 returning to hive with 10 nutrients.

++ Bee: 1 transferred 10 nutrients to hive. Current hive total now: 20
-- Clearing Bee: 1 past flowers. Setting off to new bout...

Bee: 0 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 0 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 1 strategy: normal landed on plant (-1, -1) of type: T1 with reward chance of: 90% at tick time: 338.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T1 by 1%, now t1pref: 76%, decrease preference for T2 by 1%, now t2pref: 14%.
-- Adding to bee's past flowers: (-1, -1).
-- Bee 1 past flowers: [[-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T1 T2 T2]

+ Bee: 1 finished harvesting plant (-1, -1). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-17, -6) of type: T1

Bee: 2 flew over but decided not to land on plant (-17, -3) of type: T2

Bee: 2 flew over but decided not to land on plant (-17, -3) of type: T2

Bee: 2 strategy: normal landed on plant (-17, -3) of type: T2 with reward chance of: 10% at tick time: 352.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 7
-- Increase preference for T1 by 1%, now t1pref: 75%, decrease preference for T2 by 1%, now t2pref: 15%.

-- Adding to bee's past flowers: (-17, -3).
-- Bee 2 past flowers: [[-17 -3] [-16 -8] [-16 -1] [18 -1] [-20 -2] [-15 -4] [-7 -7] [-5 -3] [-6 -4] [-9 -4] [-6 -6] [-2 -5] [-2 -4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T1 T1 T2]

Bee: 1 flew over but decided not to land on plant (-2, -4) of type: T2

Bee: 1 flew over but decided not to land on plant (-3, -2) of type: T2

+ Bee: 2 finished harvesting plant (-17, -3). Moving off plant.

Bee: 0 strategy: normal landed on plant (-1, -1) of type: T1 with reward chance of: 90% at tick time: 360.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T1 by 1%, now t1pref: 82%, decrease preference for T2 by 1%, now t2pref: 8%.
-- Adding to bee's past flowers: (-1, -1).
-- Bee 0 past flowers: [[-1 -1] [6 -2] [2 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

+ Bee: 0 finished harvesting plant (-1, -1). Moving off plant.

Bee: 2 strategy: normal landed on plant (-20, 1) of type: T1 with reward chance of: 90% at tick time: 367.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 8.
-- Increase preference for T1 by 1%, now t1pref: 76%, decrease preference for T2 by 1%, now t2pref: 14%.
-- Adding to bee's past flowers: (-20, 1).
-- Bee 2 past flowers: [[-20 1] [-17 -3] [-16 -8] [-16 -1] [-18 -1] [-20 -2] [-15 -4] [-7 -7] [-5 -3] [-6 -4] [-9 -4] [-6 -6] [-2 -5] [-2 -4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T1 T1 T2]

+ Bee: 2 finished harvesting plant (-20, 1). Moving off plant.

Bee: 1 strategy: normal landed on plant (2, -1) of type: T1 with reward chance of: 90% at tick time: 379.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T1 by 1%, now t1pref: 77%, decrease preference for T2 by 1%, now t2pref: 13%.
-- Adding to bee's past flowers: (2, -1).
-- Bee 1 past flowers: [[2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T1 T2 T2]

+ Bee: 1 finished harvesting plant (2, -1). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-19, 3) of type: T2

Bee: 2 flew over but decided not to land on plant (-15, 3) of type: T2

Bee: 2 strategy: normal landed on plant (-14, 3) of type: T1 with reward chance of: 90% at tick time: 399.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 9.
-- Increase preference for T1 by 1%, now t1pref: 77%, decrease preference for T2 by 1%, now t2pref: 13%.
-- Adding to bee's past flowers: (-14, 3).
-- Bee 2 past flowers: [[-14 3] [-20 1] [-17 -3] [-16 -8] [-16 -1] [-18 -1] [-20 -2] [-15 -4] [-7 -7] [-5 -3] [-6 -4] [-9 -4] [-6 -6] [-2 -5] [-2 -4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T1 T1 T2]

Bee: 0 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 0 flew over but decided not to land on plant (4, -1) of type: T2

+ Bee: 2 finished harvesting plant (-14, 3). Moving off plant.

Bee: 1 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 1 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 1 strategy: normal landed on plant (-1, 1) of type: T2 with reward chance of: 10% at tick time: 419.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 2
-- Increase preference for T1 by 1%, now t1pref: 78%, decrease preference for T2 by 1%, now t2pref: 12%.
-- Adding to bee's past flowers: (-1, 1).
-- Bee 1 past flowers: [[-1 1] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T1 T2]

Bee: 0 strategy: normal landed on plant (6, -1) of type: T1 with reward chance of: 90% at tick time: 424.

-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T1 by 1%, now t1pref: 83%, decrease preference for T2 by 1%, now t2pref: 7%.
-- Adding to bee's past flowers: (6, -1).
-- Bee 0 past flowers: [[6 -1] [-1 -1] [6 -2] [2 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

+ Bee: 1 finished harvesting plant (-1, 1). Moving off plant.

+ Bee: 0 finished harvesting plant (6, -1). Moving off plant.

Bee: 2 strategy: normal landed on plant (-15, 3) of type: T2 with reward chance of: 10% at tick time: 434.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 9
-- Increase preference for T1 by 1%, now t1pref: 78%, decrease preference for T2 by 1%, now t2pref: 12%.
-- Adding to bee's past flowers: (-15, 3).
-- Bee 2 past flowers: [[-15 3] [-14 3] [-20 1] [-17 -3] [-16 -8] [-16 -1] [-18 -1] [-20 -2] [-15 -4] [-7 -7] [-5 -3] [-6 -4] [-9 -4] [-6 -6] [-2 -5] [-2 -4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T1 T1]

+ Bee: 2 finished harvesting plant (-15, 3). Moving off plant.

Bee: 1 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 0 strategy: normal landed on plant (6, 2) of type: T1 with reward chance of: 90% at tick time: 442.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T1 by 1%, now t1pref: 84%, decrease preference for T2 by 1%, now t2pref: 6%.
-- Adding to bee's past flowers: (6, 2).
-- Bee 0 past flowers: [[6 2] [6 -1] [-1 -1] [6 -2] [2 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 2 flew over but decided not to land on plant (-18, 6) of type: T2

Bee: 1 flew over but decided not to land on plant (4, -1) of type: T2

+ Bee: 0 finished harvesting plant (6, 2). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-20, 8) of type: T2

Bee: 1 strategy: normal landed on plant (7, -3) of type: T1 with reward chance of: 90% at tick time: 450.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T1 by 1%, now t1pref: 79%, decrease preference for T2 by 1%, now t2pref: 11%.
-- Adding to bee's past flowers: (7, -3).
-- Bee 1 past flowers: [[7 -3] [-1 1] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T1 T2]

Bee: 0 flew over but decided not to land on plant (3, 4) of type: T1

Bee: 0 strategy: normal landed on plant (3, 4) of type: T1 with reward chance of: 90% at tick time: 452.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T1 by 1%, now t1pref: 85%, decrease preference for T2 by 1%, now t2pref: 5%.
-- Adding to bee's past flowers: (3, 4).
-- Bee 0 past flowers: [[3 4] [6 2] [6 -1] [-1 -1] [6 -2] [2 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 2 flew over but decided not to land on plant (-20, 8) of type: T2

Bee: 2 flew over but decided not to land on plant (-20, 8) of type: T2

+ Bee: 1 finished harvesting plant (7, -3). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-20, 6) of type: T2

+ Bee: 0 finished harvesting plant (3, 4). Moving off plant.

Bee: 1 flew over but decided not to land on plant (8, -4) of type: T2

Bee: 1 flew over but decided not to land on plant (8, -4) of type: T2

Bee: 2 flew over but decided not to land on plant (-18, 6) of type: T2

Bee: 0 strategy: normal landed on plant (6, 4) of type: T1 with reward chance of: 90% at tick time: 463.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T1 by 1%, now t1pref: 86%, decrease preference for T2 by 1%, now t2pref: 4%.
-- Adding to bee's past flowers: (6, 4).
-- Bee 0 past flowers: [[6 4] [3 4] [6 2] [6 -1] [-1 -1] [6 -2] [2 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 1 strategy: normal landed on plant (9, -6) of type: T1 with reward chance of: 90% at tick time: 469.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T1 by 1%, now t1pref: 80%, decrease preference for T2 by 1%, now t2pref: 10%.
-- Adding to bee's past flowers: (9, -6).
-- Bee 1 past flowers: [[9 -6] [7 -3] [-1 1] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T1 T2]

+ Bee: 0 finished harvesting plant (6, 4). Moving off plant.

Bee: 0 flew over but decided not to land on plant (10, 4) of type: T1

+ Bee: 1 finished harvesting plant (9, -6). Moving off plant.

Bee: 0 strategy: normal landed on plant (10, 4) of type: T1 with reward chance of: 90% at tick time: 476.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T1 by 1%, now t1pref: 87%, decrease preference for T2 by 1%, now t2pref: 3%.
-- Adding to bee's past flowers: (10, 4).
-- Bee 0 past flowers: [[10 4] [6 4] [3 4] [6 2] [6 -1] [-1 -1] [6 -2] [2 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 2 strategy: normal landed on plant (-14, 4) of type: T1 with reward chance of: 90% at tick time: 479.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 10.
-- Increase preference for T1 by 1%, now t1pref: 79%, decrease preference for T2 by 1%, now t2pref: 11%.
-- Adding to bee's past flowers: (-14, 4).
-- Bee 2 past flowers: [[-14 4] [-15 3] [-14 3] [-20 1] [-17 -3] [-16 -8] [-16 -1] [-18 -1] [-20 -2] [-15 -4] [-7 -7] [-5 -3] [-6 -4] [-9 -4] [-6 -6] [-2 -5] [-2 -4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T1 T1]

+ Bee: 2 returning to hive with 10 nutrients.

Bee: 2 flew over but decided not to land on plant (-13, 3) of type: T2

Bee: 2 flew over but decided not to land on plant (-9, 3) of type: T2

+ Bee: 0 finished harvesting plant (10, 4). Moving off plant.

Bee: 0 strategy: normal landed on plant (8, 2) of type: T1 with reward chance of: 90% at tick time: 484.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 8.
-- Increase preference for T1 by 1%, now t1pref: 88%, decrease preference for T2 by 1%, now t2pref: 2%.
-- Adding to bee's past flowers: (8, 2).
-- Bee 0 past flowers: [[8 2] [10 4] [6 4] [3 4] [6 2] [6 -1] [-1 -1] [6 -2] [2 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 2 flew over but decided not to land on plant (-4, 1) of type: T1

++ Bee: 2 transferred 10 nutrients to hive. Current hive total now: 30
-- Clearing Bee: 2 past flowers. Setting off to new bout...

Bee: 2 strategy: normal landed on plant (1, 1) of type: T2 with reward chance of: 10% at tick time: 489.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 0
-- Increase preference for T1 by 1%, now t1pref: 80%, decrease preference for T2 by 1%, now t2pref: 10%.
-- Adding to bee's past flowers: (1, 1).
-- Bee 2 past flowers: [[1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T1]

+ Bee: 0 finished harvesting plant (8, 2). Moving off plant.

+ Bee: 2 finished harvesting plant (1, 1). Moving off plant.

Bee: 1 flew over but decided not to land on plant (8, -4) of type: T2

Bee: 1 strategy: normal landed on plant (6, -4) of type: T1 with reward chance of: 90% at tick time: 502.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T1 by 1%, now t1pref: 81%, decrease preference for T2 by 1%, now t2pref: 9%.
-- Adding to bee's past flowers: (6, -4).
-- Bee 1 past flowers: [[6 -4] [9 -6] [7 -3] [-1 1] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T1 T2]

+ Bee: 1 finished harvesting plant (6, -4). Moving off plant.

Bee: 2 strategy: normal landed on plant (3, 3) of type: T1 with reward chance of: 90% at tick time: 510.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T1 by 1%, now t1pref: 81%, decrease preference for T2 by 1%, now t2pref: 9%.
-- Adding to bee's past flowers: (3, 3).
-- Bee 2 past flowers: [[3 3] [1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T1]

Bee: 1 strategy: normal landed on plant (6, -7) of type: T1 with reward chance of: 90% at tick time: 516.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T1 by 1%, now t1pref: 82%, decrease preference for T2 by 1%, now t2pref: 8%.
-- Adding to bee's past flowers: (6, -7).
-- Bee 1 past flowers: [[6 -7] [6 -4] [9 -6] [7 -3] [-1 1] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T1 T2]

+ Bee: 2 finished harvesting plant (3, 3). Moving off plant.

Bee: 2 flew over but decided not to land on plant (4, 4) of type: T2

+ Bee: 1 finished harvesting plant (6, -7). Moving off plant.

Bee: 1 flew over but decided not to land on plant (6, -9) of type: T2

Bee: 0 strategy: normal landed on plant (6, 6) of type: T1 with reward chance of: 90% at tick time: 531.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 9.
-- Increase preference for T1 by 1%, now t1pref: 89%, decrease preference for T2 by 1%, now t2pref: 1%.
-- Adding to bee's past flowers: (6, 6).
-- Bee 0 past flowers: [[6 6] [8 2] [10 4] [6 4] [3 4] [6 2] [6 -1] [-1 -1] [6 -2] [2 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 1 strategy: normal landed on plant (8, -9) of type: T1 with reward chance of: 90% at tick time: 535.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T1 by 1%, now t1pref: 83%, decrease preference for T2 by 1%, now t2pref: 7%.
-- Adding to bee's past flowers: (8, -9).
-- Bee 1 past flowers: [[8 -9] [6 -7] [6 -4] [9 -6] [7 -3] [-1 1] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T1 T2]

Bee: 2 flew over but decided not to land on plant (-1, 1) of type: T2

+ Bee: 0 finished harvesting plant (6, 6). Moving off plant.

Bee: 0 strategy: normal landed on plant (5, 5) of type: T1 with reward chance of: 90% at tick time: 539.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 10.
-- Increase preference for T1 by 1%, now t1pref: 90%, decrease preference for T2 by 1%, now t2pref: 0%.
-- Adding to bee's past flowers: (5, 5).
-- Bee 0 past flowers: [[5 5] [6 6] [8 2] [10 4] [6 4] [3 4] [6 2] [6 -1] [-1 -1] [6 -2] [2 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

+ Bee: 0 returning to hive with 10 nutrients.

Bee: 0 flew over but decided not to land on plant (4, 4) of type: T2

+ Bee: 1 finished harvesting plant (8, -9). Moving off plant.

++ Bee: 0 transferred 10 nutrients to hive. Current hive total now: 40
-- Clearing Bee: 0 past flowers. Setting off to new bout...

Bee: 2 flew over but decided not to land on plant (-3, 2) of type: T2

Bee: 0 flew over but decided not to land on plant (-1, -1) of type: T1

Bee: 0 strategy: normal landed on plant (-1, -1) of type: T1 with reward chance of: 90% at tick time: 547.
-- Starting attempt of harvest..
Bee: 2 flew over but decided not to land on plant (-3, 2) of type: T2

Bee: 2 flew over but decided not to land on plant (-3, 2) of type: T2

+ Bee: 0 finished harvesting plant (-1, -1). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-4, 1) of type: T1

Bee: 0 flew over but decided not to land on plant (-1, 1) of type: T2

Bee: 2 strategy: normal landed on plant (-5, -2) of type: T1 with reward chance of: 90% at tick time: 558.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T1 by 1%, now t1pref: 82%, decrease preference for T2 by 1%, now t2pref: 8%.
-- Adding to bee's past flowers: (-5, -2).
-- Bee 2 past flowers: [[-5 -2] [3 3] [1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T1]

Bee: 0 flew over but decided not to land on plant (-1, 1) of type: T2

+ Bee: 2 finished harvesting plant (-5, -2). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-5, -3) of type: T2

Bee: 2 flew over but decided not to land on plant (-5, -3) of type: T2

Bee: 0 flew over but decided not to land on plant (-1, 1) of type: T2

Bee: 2 flew over but decided not to land on plant (-3, -2) of type: T2

Bee: 2 flew over but decided not to land on plant (-3, 2) of type: T2

Bee: 2 strategy: normal landed on plant (-1, 1) of type: T2 with reward chance of: 10% at tick time: 579.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 2
-- Increase preference for T1 by 1%, now t1pref: 83%, decrease preference for T2 by 1%, now t2pref: 7%.
-- Adding to bee's past flowers: (-1, 1).
-- Bee 2 past flowers: [[-1 1] [-5 -2] [3 3] [1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 1 strategy: normal landed on plant (2, -8) of type: T2 with reward chance of: 10% at tick time: 584.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 7
-- Increase preference for T1 by 1%, now t1pref: 84%, decrease preference for T2 by 1%, now t2pref: 6%.
-- Adding to bee's past flowers: (2, -8).
-- Bee 1 past flowers: [[2 -8] [8 -9] [6 -7] [6 -4] [9 -6] [7 -3] [-1 1] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T1]

+ Bee: 2 finished harvesting plant (-1, 1). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-1, 1) of type: T2

+ Bee: 1 finished harvesting plant (2, -8). Moving off plant.

Bee: 2 strategy: normal landed on plant (-1, -1) of type: T1 with reward chance of: 90% at tick time: 591.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T1 by 1%, now t1pref: 84%, decrease preference for T2 by 1%, now t2pref: 6%.
-- Adding to bee's past flowers: (-1, -1).

-- Bee 2 past flowers: [[-1 -1] [-1 1] [-5 -2] [3 3] [1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 0 flew over but decided not to land on plant (-3, 2) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, 2) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, 2) of type: T2

+ Bee: 2 finished harvesting plant (-1, -1). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-2, -11) of type: T1

Bee: 0 flew over but decided not to land on plant (-3, -1) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, -1) of type: T2

Bee: 1 strategy: normal landed on plant (-2, -11) of type: T1 with reward chance of: 90% at tick time: 603.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 8.
-- Increase preference for T1 by 1%, now t1pref: 85%, decrease preference for T2 by 1%, now t2pref: 5%.
-- Adding to bee's past flowers: (-2, -11).
-- Bee 1 past flowers: [[-2 -11] [2 -8] [8 -9] [6 -7] [6 -4] [9 -6] [7 -3] [-1 1] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T1]

Bee: 2 flew over but decided not to land on plant (-3, 2) of type: T2

Bee: 2 flew over but decided not to land on plant (-3, 2) of type: T2

Bee: 0 strategy: normal landed on plant (-7, -2) of type: T1 with reward chance of: 90% at tick time: 609.
-- Starting attempt of harvest..
+ Bee: 1 finished harvesting plant (-2, -11). Moving off plant.

+ Bee: 0 finished harvesting plant (-7, -2). Moving off plant.

Bee: 0 strategy: normal landed on plant (-5, -2) of type: T1 with reward chance of: 90% at tick time: 617.
-- Starting attempt of harvest..
+ Bee: 0 finished harvesting plant (-5, -2). Moving off plant.

Bee: 1 flew over but decided not to land on plant (2, -7) of type: T2

Bee: 1 flew over but decided not to land on plant (1, -5) of type: T2

Bee: 1 flew over but decided not to land on plant (1, -4) of type: T2

Bee: 0 flew over but decided not to land on plant (-9, -2) of type: T2

Bee: 0 strategy: normal landed on plant (-9, -4) of type: T1 with reward chance of: 90% at tick time: 634.
-- Starting attempt of harvest..
+ Bee: 0 finished harvesting plant (-9, -4). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-6, -6) of type: T2

Bee: 0 flew over but decided not to land on plant (-5, -8) of type: T2

Bee: 0 flew over but decided not to land on plant (-6, -9) of type: T2

Bee: 1 strategy: normal landed on plant (1, 1) of type: T2 with reward chance of: 10% at tick time: 648.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 8
-- Increase preference for T1 by 1%, now t1pref: 86%, decrease preference for T2 by 1%, now t2pref: 4%.
-- Adding to bee's past flowers: (1, 1).
-- Bee 1 past flowers: [[1 1] [-2 -11] [2 -8] [8 -9] [6 -7] [6 -4] [9 -6] [7 -3] [-1 1] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 0 flew over but decided not to land on plant (-6, -9) of type: T2

Bee: 0 flew over but decided not to land on plant (-4, -9) of type: T2

Bee: 0 flew over but decided not to land on plant (-4, -9) of type: T2

+ Bee: 1 finished harvesting plant (1, 1). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-3, -6) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, -6) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, -6) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, -6) of type: T2

Bee: 0 strategy: normal landed on plant (-2, -5) of type: T1 with reward chance of: 90% at tick time: 664.
-- Starting attempt of harvest..
Bee: 2 strategy: normal landed on plant (1, -5) of type: T2 with reward chance of: 10% at tick time: 666.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 3
-- Increase preference for T1 by 1%, now t1pref: 85%, decrease preference for T2 by 1%, now t2pref: 5%.
-- Adding to bee's past flowers: (1, -5).
-- Bee 2 past flowers: [[1 -5] [-1 -1] [-1 1] [-5 -2] [3 3] [1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

+ Bee: 0 finished harvesting plant (-2, -5). Moving off plant.

+ Bee: 2 finished harvesting plant (1, -5). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-2, -4) of type: T2

Bee: 0 flew over but decided not to land on plant (-4, -4) of type: T2

Bee: 0 strategy: normal landed on plant (-6, -4) of type: T1 with reward chance of: 90% at tick time: 675.
-- Starting attempt of harvest..
Bee: 1 strategy: normal landed on plant (-4, 1) of type: T1 with reward chance of: 90% at tick time: 679.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 9.
-- Increase preference for T1 by 1%, now t1pref: 87%, decrease preference for T2 by 1%, now t2pref: 3%.
-- Adding to bee's past flowers: (-4, 1).
-- Bee 1 past flowers: [[-4 1] [1 1] [-2 -11] [2 -8] [8 -9] [6 -7] [6 -4] [9 -6] [7 -3] [-1 1] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

+ Bee: 0 finished harvesting plant (-6, -4). Moving off plant.

+ Bee: 1 finished harvesting plant (-4, 1). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-6, -6) of type: T2

Bee: 1 flew over but decided not to land on plant (-7, 1) of type: T2

Bee: 0 flew over but decided not to land on plant (-5, -7) of type: T2

Bee: 0 flew over but decided not to land on plant (-6, -7) of type: T2

Bee: 2 flew over but decided not to land on plant (1, -4) of type: T2

Bee: 2 flew over but decided not to land on plant (2, -7) of type: T2

Bee: 2 strategy: normal landed on plant (2, -8) of type: T2 with reward chance of: 10% at tick time: 698.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 3
-- Increase preference for T1 by 1%, now t1pref: 86%, decrease preference for T2 by 1%, now t2pref: 4%.
-- Adding to bee's past flowers: (2, -8).
-- Bee 2 past flowers: [[2 -8] [1 -5] [-1 -1] [-1 1] [-5 -2] [3 3] [1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

+ Bee: 2 finished harvesting plant (2, -8). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-9, -2) of type: T2

Bee: 2 flew over but decided not to land on plant (3, -6) of type: T2

Bee: 1 flew over but decided not to land on plant (-9, -2) of type: T2

Bee: 2 flew over but decided not to land on plant (4, -5) of type: T2

Bee: 2 flew over but decided not to land on plant (2, -5) of type: T1

Bee: 2 strategy: normal landed on plant (2, -5) of type: T1 with reward chance of: 90% at tick time: 718.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T1 by 1%, now t1pref: 87%, decrease preference for T2 by 1%, now t2pref: 3%.
-- Adding to bee's past flowers: (2, -5).
-- Bee 2 past flowers: [[2 -5] [2 -8] [1 -5] [-1 -1] [-1 1] [-5 -2] [3 3] [1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 1 flew over but decided not to land on plant (-12, -3) of type: T2

Bee: 1 strategy: normal landed on plant (-11, -4) of type: T1 with reward chance of: 90% at tick time: 720.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 10.
-- Increase preference for T1 by 1%, now t1pref: 88%, decrease preference for T2 by 1%, now t2pref: 2%.
-- Adding to bee's past flowers: (-11, -4).
-- Bee 1 past flowers: [[-11 -4] [-4 1] [1 1] [-2 -11] [2 -8] [8 -9] [6 -7] [6 -4] [9 -6] [7 -3] [-1 1] [2 -1] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

+ Bee: 1 returning to hive with 10 nutrients.

Bee: 1 flew over but decided not to land on plant (-8, -3) of type: T2

Bee: 1 flew over but decided not to land on plant (-3, -1) of type: T2

++ Bee: 1 transferred 10 nutrients to hive. Current hive total now: 50
-- Clearing Bee: 1 past flowers. Setting off to new bout...

+ Bee: 2 finished harvesting plant (2, -5). Moving off plant.

Bee: 1 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 0 flew over but decided not to land on plant (-6, -7) of type: T2

Bee: 1 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 2 flew over but decided not to land on plant (4, -5) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, -6) of type: T2

Bee: 1 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 2 flew over but decided not to land on plant (3, -6) of type: T2

Bee: 1 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 0 flew over but decided not to land on plant (-2, -4) of type: T2

Bee: 2 flew over but decided not to land on plant (4, -5) of type: T2

Bee: 0 flew over but decided not to land on plant (-2, -4) of type: T2

Bee: 1 strategy: normal landed on plant (3, 3) of type: T1 with reward chance of: 90% at tick time: 744.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T1 by 1%, now t1pref: 89%, decrease preference for T2 by 1%, now t2pref: 1%.
-- Adding to bee's past flowers: (3, 3).
-- Bee 1 past flowers: [[3 3]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 0 flew over but decided not to land on plant (-2, -4) of type: T2

Bee: 0 flew over but decided not to land on plant (-2, -4) of type: T2

Bee: 2 strategy: normal landed on plant (6, -1) of type: T1 with reward chance of: 90% at tick time: 746.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T1 by 1%, now t1pref: 88%, decrease preference for T2 by 1%, now t2pref: 2%.
-- Adding to bee's past flowers: (6, -1).

-- Bee 2 past flowers: [[6 -1] [2 -5] [2 -8] [1 -5] [-1 -1] [-1 1] [-5 -2] [3 3] [1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

Bee: 0 flew over but decided not to land on plant (-2, -4) of type: T2

+ Bee: 1 finished harvesting plant (3, 3). Moving off plant.

Bee: 1 strategy: normal landed on plant (5, 5) of type: T1 with reward chance of: 90% at tick time: 752.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T1 by 1%, now t1pref: 90%, decrease preference for T2 by 1%, now t2pref: 0%.
-- Adding to bee's past flowers: (5, 5).
-- Bee 1 past flowers: [[5 5] [3 3]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T2 T2 T2]

+ Bee: 2 finished harvesting plant (6, -1). Moving off plant.

Bee: 2 flew over but decided not to land on plant (6, -2) of type: T2

Bee: 2 flew over but decided not to land on plant (6, -2) of type: T2

Bee: 0 flew over but decided not to land on plant (1, -5) of type: T2

Bee: 2 flew over but decided not to land on plant (6, -2) of type: T2

+ Bee: 1 finished harvesting plant (5, 5). Moving off plant.

Bee: 0 flew over but decided not to land on plant (3, -6) of type: T2

Bee: 2 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 0 flew over but decided not to land on plant (3, -6) of type: T2

Bee: 2 strategy: normal landed on plant (6, 2) of type: T1 with reward chance of: 90% at tick time: 768.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 3%, decrease preference for T1 by 1%, now t1pref: 87%.
-- Adding to bee's past flowers: (6, 2).
-- Bee 2 past flowers: [[6 2] [6 -1] [2 -5] [2 -8] [1 -5] [-1 -1] [-1 1] [-5 -2] [3 3] [1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T2 T2 T2]

Bee: 1 strategy: normal landed on plant (6, 2) of type: T1 with reward chance of: 90% at tick time: 768.
-- Starting attempt of harvest..
Bee: 0 flew over but decided not to land on plant (4, -5) of type: T2

Bee: 0 flew over but decided not to land on plant (1, -5) of type: T2

+ Bee: 1 finished harvesting plant (6, 2). Moving off plant.

+ Bee: 2 finished harvesting plant (6, 2). Moving off plant.

Bee: 0 flew over but decided not to land on plant (2, -7) of type: T2

Bee: 0 flew over but decided not to land on plant (3, -6) of type: T2

Bee: 2 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 2 flew over but decided not to land on plant (6, -2) of type: T2

Bee: 2 strategy: normal landed on plant (7, -3) of type: T1 with reward chance of: 90% at tick time: 783.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T1 by 1%, now t1pref: 88%, decrease preference for T2 by 1%, now t2pref: 2%.
-- Adding to bee's past flowers: (7, -3).
-- Bee 2 past flowers: [[7 -3] [6 2] [6 -1] [2 -5] [2 -8] [1 -5] [-1 -1] [-1 1] [-5 -2] [3 3] [1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T2 T2 T2]

Bee: 0 strategy: normal landed on plant (6, -7) of type: T1 with reward chance of: 90% at tick time: 788.
-- Starting attempt of harvest..
+ Bee: 2 finished harvesting plant (7, -3). Moving off plant.

Bee: 2 flew over but decided not to land on plant (8, -4) of type: T2

Bee: 1 flew over but decided not to land on plant (3, 6) of type: T2

+ Bee: 0 finished harvesting plant (6, -7). Moving off plant.

Bee: 2 flew over but decided not to land on plant (14, -2) of type: T2

Bee: 1 flew over but decided not to land on plant (4, 4) of type: T2

Bee: 0 strategy: normal landed on plant (6, -4) of type: T1 with reward chance of: 90% at tick time: 799.
-- Starting attempt of harvest..
+ Bee: 0 finished harvesting plant (6, -4). Moving off plant.

Bee: 0 strategy: normal landed on plant (7, -3) of type: T1 with reward chance of: 90% at tick time: 806.
-- Starting attempt of harvest..
+ Bee: 0 finished harvesting plant (7, -3). Moving off plant.

Bee: 2 strategy: normal landed on plant (10, -5) of type: T1 with reward chance of: 90% at tick time: 813.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T1 by 1%, now t1pref: 89%, decrease preference for T2 by 1%, now t2pref: 1%.
-- Adding to bee's past flowers: (10, -5).
-- Bee 2 past flowers: [[10 -5] [7 -3] [6 2] [6 -1] [2 -5] [2 -8] [1 -5] [-1 -1] [-1 1] [-5 -2] [3 3] [1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T2 T2 T2]

Bee: 1 strategy: normal landed on plant (2, 8) of type: T1 with reward chance of: 90% at tick time: 814.
-- Starting attempt of harvest..
Bee: 0 flew over but decided not to land on plant (4, -5) of type: T2

+ Bee: 2 finished harvesting plant (10, -5). Moving off plant.

Bee: 2 strategy: normal landed on plant (11, -6) of type: T1 with reward chance of: 90% at tick time: 820.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 7
-- Increase preference for T2 by 1%, now t2pref: 2%, decrease preference for T1 by 1%, now t1pref: 88%.
-- Adding to bee's past flowers: (11, -6).
-- Bee 2 past flowers: [[11 -6] [10 -5] [7 -3] [6 2] [6 -1] [2 -5] [2 -8] [1 -5] [-1 -1] [-1 1] [-5 -2] [3 3] [1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T2 T2]

+ Bee: 1 finished harvesting plant (2, 8). Moving off plant.

Bee: 0 strategy: normal landed on plant (2, -5) of type: T1 with reward chance of: 90% at tick time: 821.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 9
-- Increase preference for T2 by 1%, now t2pref: 1%, decrease preference for T1 by 1%, now t1pref: 89%.
-- Adding to bee's past flowers: (2, -5).
-- Bee 0 past flowers: [[2 -5] [7 -3] [6 -4] [6 -7] [-6 -4] [-2 -5] [-9 -4] [-5 -2] [-7 -2] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T2 T2 T2]

+ Bee: 2 finished harvesting plant (11, -6). Moving off plant.

+ Bee: 0 finished harvesting plant (2, -5). Moving off plant.

Bee: 0 flew over but decided not to land on plant (1, -5) of type: T2

Bee: 0 flew over but decided not to land on plant (1, -5) of type: T2

Bee: 0 flew over but decided not to land on plant (1, -4) of type: T2

Bee: 0 flew over but decided not to land on plant (1, -4) of type: T2

Bee: 0 flew over but decided not to land on plant (1, -4) of type: T2

Bee: 0 strategy: normal landed on plant (2, -1) of type: T1 with reward chance of: 90% at tick time: 841.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 9
-- Increase preference for T2 by 1%, now t2pref: 2%, decrease preference for T1 by 1%, now t1pref: 88%.
-- Adding to bee's past flowers: (2, -1).
-- Bee 0 past flowers: [[2 -1] [2 -5] [7 -3] [6 -4] [6 -7] [-6 -4] [-2 -5] [-9 -4] [-5 -2] [-7 -2] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T2 T2]

Bee: 1 strategy: normal landed on plant (3, 8) of type: T1 with reward chance of: 90% at tick time: 844.
-- Starting attempt of harvest..
+ Bee: 0 finished harvesting plant (2, -1). Moving off plant.

Bee: 2 flew over but decided not to land on plant (14, -2) of type: T2

+ Bee: 1 finished harvesting plant (3, 8). Moving off plant.

Bee: 1 flew over but decided not to land on plant (6, 9) of type: T2

Bee: 1 flew over but decided not to land on plant (6, 9) of type: T2

Bee: 0 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 1 flew over but decided not to land on plant (4, 10) of type: T2

Bee: 1 flew over but decided not to land on plant (6, 9) of type: T2

Bee: 0 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 2 flew over but decided not to land on plant (14, -2) of type: T2

Bee: 1 flew over but decided not to land on plant (4, 10) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, -2) of type: T2

Bee: 2 flew over but decided not to land on plant (10, 1) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, -1) of type: T2

Bee: 2 flew over but decided not to land on plant (10, 1) of type: T2

Bee: 2 strategy: normal landed on plant (11, 1) of type: T1 with reward chance of: 90% at tick time: 888.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 8.
-- Increase preference for T1 by 1%, now t1pref: 89%, decrease preference for T2 by 1%, now t2pref: 1%.
-- Adding to bee's past flowers: (11, 1).
-- Bee 2 past flowers: [[11 1] [11 -6] [10 -5] [7 -3] [6 2] [6 -1] [2 -5] [2 -8] [1 -5] [-1 -1] [-1 1] [-5 -2] [3 3] [1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T2 T2]

Bee: 0 flew over but decided not to land on plant (-3, -2) of type: T2

Bee: 1 flew over but decided not to land on plant (1, 12) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, -2) of type: T2

Bee: 0 flew over but decided not to land on plant (-4, -4) of type: T2

+ Bee: 2 finished harvesting plant (11, 1). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-6, -6) of type: T2

Bee: 0 flew over but decided not to land on plant (-6, -6) of type: T2

Bee: 0 flew over but decided not to land on plant (-6, -6) of type: T2

Bee: 0 flew over but decided not to land on plant (-7, -7) of type: T2

Bee: 0 flew over but decided not to land on plant (-6, -7) of type: T2

Bee: 1 strategy: normal landed on plant (4, 13) of type: T1 with reward chance of: 90% at tick time: 905.
-- Starting attempt of harvest..
Bee: 0 flew over but decided not to land on plant (-5, -7) of type: T2

+ Bee: 1 finished harvesting plant (4, 13). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-6, -9) of type: T2

Bee: 2 flew over but decided not to land on plant (10, 1) of type: T2

Bee: 0 strategy: normal landed on plant (-8, -11) of type: T1 with reward chance of: 90% at tick time: 925.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 10.
-- Increase preference for T1 by 1%, now t1pref: 89%, decrease preference for T2 by 1%, now t2pref: 1%.
-- Adding to bee's past flowers: (-8, -11).
-- Bee 0 past flowers: [[-8 -11] [2 -1] [2 -5] [7 -3] [6 -4] [6 -7] [-6 -4] [-2 -5] [-9 -4] [-5 -2] [-7 -2] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T2 T2]

+ Bee: 0 returning to hive with 10 nutrients.

Bee: 2 flew over but decided not to land on plant (8, 2) of type: T1

Bee: 1 flew over but decided not to land on plant (5, 18) of type: T2

Bee: 0 flew over but decided not to land on plant (-5, -7) of type: T2

++ Bee: 0 transferred 10 nutrients to hive. Current hive total now: 60
-- Clearing Bee: 0 past flowers. Setting off to new bout...

Bee: 0 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 1 strategy: normal landed on plant (2, 18) of type: T1 with reward chance of: 90% at tick time: 936.
-- Starting attempt of harvest..
Bee: 0 strategy: normal landed on plant (2, -1) of type: T1 with reward chance of: 90% at tick time: 937.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T1 by 1%, now t1pref: 90%, decrease preference for T2 by 1%, now t2pref: 0%.
-- Adding to bee's past flowers: (2, -1).
-- Bee 0 past flowers: [[2 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T2 T2]

+ Bee: 1 finished harvesting plant (2, 18). Moving off plant.

+ Bee: 0 finished harvesting plant (2, -1). Moving off plant.

Bee: 2 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 2 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 2 flew over but decided not to land on plant (7, -2) of type: T2

Bee: 0 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 0 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 1 strategy: normal landed on plant (-4, 15) of type: T1 with reward chance of: 90% at tick time: 951.
-- Starting attempt of harvest..
Bee: 0 strategy: normal landed on plant (6, 2) of type: T1 with reward chance of: 90% at tick time: 955.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 1
-- Increase preference for T2 by 1%, now t2pref: 1%, decrease preference for T1 by 1%, now t1pref: 89%.
-- Adding to bee's past flowers: (6, 2).
-- Bee 0 past flowers: [[6 2] [2 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T2]

+ Bee: 1 finished harvesting plant (-4, 15). Moving off plant.

+ Bee: 0 finished harvesting plant (6, 2). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-5, 14) of type: T2

Bee: 0 strategy: normal landed on plant (6, 4) of type: T1 with reward chance of: 90% at tick time: 965.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T1 by 1%, now t1pref: 90%, decrease preference for T2 by 1%, now t2pref: 0%.
-- Adding to bee's past flowers: (6, 4).
-- Bee 0 past flowers: [[6 4] [6 2] [2 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T2]

Bee: 1 strategy: normal landed on plant (-6, 12) of type: T1 with reward chance of: 90% at tick time: 969.
-- Starting attempt of harvest..

+ Bee: 0 finished harvesting plant (6, 4). Moving off plant.

+ Bee: 1 finished harvesting plant (-6, 12). Moving off plant.

Bee: 0 strategy: normal landed on plant (6, 6) of type: T1 with reward chance of: 90% at tick time: 975.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 2
-- Increase preference for T2 by 1%, now t2pref: 1%, decrease preference for T1 by 1%, now t1pref: 89%.
-- Adding to bee's past flowers: (6, 6).
-- Bee 0 past flowers: [[6 6] [6 4] [6 2] [2 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 flew over but decided not to land on plant (15, -4) of type: T2

Bee: 2 flew over but decided not to land on plant (15, -4) of type: T2

+ Bee: 0 finished harvesting plant (6, 6). Moving off plant.

Bee: 2 strategy: normal landed on plant (17, -4) of type: T1 with reward chance of: 90% at tick time: 982.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 9.
-- Increase preference for T1 by 1%, now t1pref: 90%, decrease preference for T2 by 1%, now t2pref: 0%.
-- Adding to bee's past flowers: (17, -4).
-- Bee 2 past flowers: [[17 -4] [11 1] [11 -6] [10 -5] [7 -3] [6 2] [6 -1] [2 -5] [2 -8] [1 -5] [-1 -1] [-1 1] [-5 -2] [3 3] [1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T2 T2]

Bee: 1 flew over but decided not to land on plant (-5, 14) of type: T2

Bee: 1 flew over but decided not to land on plant (-5, 14) of type: T2

Bee: 0 flew over but decided not to land on plant (4, 4) of type: T2

+ Bee: 2 finished harvesting plant (17, -4). Moving off plant.

Bee: 0 strategy: normal landed on plant (3, 3) of type: T1 with reward chance of: 90% at tick time: 989.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 2
-- Increase preference for T2 by 1%, now t2pref: 2%, decrease preference for T1 by 1%, now t1pref: 88%.
-- Adding to bee's past flowers: (3, 3).
-- Bee 0 past flowers: [[3 3] [6 6] [6 4] [6 2] [2 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 strategy: normal landed on plant (17, -6) of type: T1 with reward chance of: 90% at tick time: 989.
-- Starting attempt of harvest..
+ Bee: 2 returning to hive with 10 nutrients.

Bee: 1 strategy: normal landed on plant (-9, 14) of type: T1 with reward chance of: 90% at tick time: 993.
-- Starting attempt of harvest..
+ Bee: 1 returning to hive with 10 nutrients.

+ Bee: 0 finished harvesting plant (3, 3). Moving off plant.

Bee: 2 flew over but decided not to land on plant (7, -2) of type: T2

+ Bee: 2 finished harvesting plant (6, -2). Moving off plant.

Bee: 0 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 1 flew over but decided not to land on plant (-4, 5) of type: T2

+ Bee: 1 finished harvesting plant (-3, 4). Moving off plant.

**** HALF DAY HAS PASSED. TICKS: 1000 IS UP. ****

**** Switching flower reward chance ****
**** T1 reward-chance was: 90% T2 reward-chance was: 10% ****
**** T1 reward-chance now: 10% T2 reward-chance now: 90% ****
**** SELECTED HALF DAY SCENARIO FOR BEES: All Stay. ****
**** RETURNING ALL BEES TO HIVE AND SWITCHING STRATEGY FOR ALL BEES NOW ****

++ Bee: 1 transferred 10 nutrients to hive. Current hive total now: 70

-- Clearing Bee: 1 past flowers. Setting off to new bout...
**** Bee: 1 has now adopted strategy: stay

++ Bee: 2 transferred 10 nutrients to hive. Current hive total now: 80
-- Clearing Bee: 2 past flowers. Setting off to new bout...
**** Bee: 2 has now adopted strategy: stay

+ Bee: 0 returning to hive with 2 nutrients.

++ Bee: 0 transferred 2 nutrients to hive. Current hive total now: 82
-- Clearing Bee: 0 past flowers. Setting off to new bout...
**** Bee: 0 has now adopted strategy: stay

Bee: 1 flew over but decided not to land on plant (-1, 1) of type: T2

Bee: 0 flew over but decided not to land on plant (-1, 1) of type: T2

Bee: 1 flew over but decided not to land on plant (-3, -1) of type: T2

Bee: 1 strategy: stay landed on plant (-5, -2) of type: T1 with reward chance of: 10% at tick time: 1008.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 1%, decrease preference for T1 by 1%, now t1pref: 89%.
-- Adding to bee's past flowers: (-5, -2).
-- Bee 1 past flowers: [[-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T2 T2 T2]

Bee: 2 flew over but decided not to land on plant (-3, -1) of type: T2

Bee: 2 flew over but decided not to land on plant (-3, -1) of type: T2

+ Bee: 1 finished harvesting plant (-5, -2). Moving off plant.

Bee: 1 strategy: stay landed on plant (-7, -2) of type: T1 with reward chance of: 10% at tick time: 1015.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 2%, decrease preference for T1 by 1%, now t1pref: 88%.
-- Adding to bee's past flowers: (-7, -2).
-- Bee 1 past flowers: [[-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T2 T2]

Bee: 0 flew over but decided not to land on plant (-3, 4) of type: T1

Bee: 2 flew over but decided not to land on plant (-3, 2) of type: T2

Bee: 0 flew over but decided not to land on plant (-7, 3) of type: T2

Bee: 0 flew over but decided not to land on plant (-8, 2) of type: T2

Bee: 0 flew over but decided not to land on plant (-7, 3) of type: T2

+ Bee: 1 finished harvesting plant (-7, -2). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-8, -3) of type: T2

Bee: 2 flew over but decided not to land on plant (-1, 1) of type: T2

Bee: 0 strategy: stay landed on plant (-8, 5) of type: T1 with reward chance of: 10% at tick time: 1024.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 3%, decrease preference for T1 by 1%, now t1pref: 87%.
-- Adding to bee's past flowers: (-8, 5).
-- Bee 0 past flowers: [[-8 5]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 strategy: stay landed on plant (-9, -4) of type: T1 with reward chance of: 10% at tick time: 1024.
-- Starting attempt of harvest..
-- Bee: 1 strategy: stay succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T1 by 1%, now t1pref: 89%, decrease preference for T2 by 1%, now t2pref: 1%.
-- Adding to bee's past flowers: (-9, -4).
-- Bee 1 past flowers: [[-9 -4] [-7 -2] [-5 -2]]

-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T2 T2]

Bee: 2 strategy: stay landed on plant (-1, -1) of type: T1 with reward chance of: 10% at tick time: 1025.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 1%, decrease preference for T1 by 1%, now t1pref: 89%.
-- Adding to bee's past flowers: (-1, -1).
-- Bee 2 past flowers: [[-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T2]

+ Bee: 1 finished harvesting plant (-9, -4). Moving off plant.

+ Bee: 0 finished harvesting plant (-8, 5). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-8, -2) of type: T2

+ Bee: 2 finished harvesting plant (-1, -1). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-8, -3) of type: T2

Bee: 1 flew over but decided not to land on plant (-9, -2) of type: T2

Bee: 0 flew over but decided not to land on plant (-10, 7) of type: T2

Bee: 0 strategy: stay landed on plant (-10, 5) of type: T1 with reward chance of: 10% at tick time: 1039.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 4%, decrease preference for T1 by 1%, now t1pref: 86%.
-- Adding to bee's past flowers: (-10, 5).
-- Bee 0 past flowers: [[-10 5] [-8 5]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 flew over but decided not to land on plant (-11, -3) of type: T1

Bee: 1 strategy: stay landed on plant (-11, -4) of type: T1 with reward chance of: 10% at tick time: 1043.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 1
-- Increase preference for T2 by 1%, now t2pref: 2%, decrease preference for T1 by 1%, now t1pref: 88%.
-- Adding to bee's past flowers: (-11, -4).
-- Bee 1 past flowers: [[-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T2]

Bee: 2 strategy: stay landed on plant (-3, 4) of type: T1 with reward chance of: 10% at tick time: 1044.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 2%, decrease preference for T1 by 1%, now t1pref: 88%.
-- Adding to bee's past flowers: (-3, 4).
-- Bee 2 past flowers: [[-3 4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-10, 5). Moving off plant.

+ Bee: 1 finished harvesting plant (-11, -4). Moving off plant.

+ Bee: 2 finished harvesting plant (-3, 4). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-14, -6) of type: T2

Bee: 0 flew over but decided not to land on plant (-10, 7) of type: T2

Bee: 0 flew over but decided not to land on plant (-10, 7) of type: T2

Bee: 2 strategy: stay landed on plant (-5, 3) of type: T1 with reward chance of: 10% at tick time: 1062.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 3%, decrease preference for T1 by 1%, now t1pref: 87%.
-- Adding to bee's past flowers: (-5, 3).
-- Bee 2 past flowers: [[-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 finished harvesting plant (-5, 3). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-10, 7) of type: T2

Bee: 1 flew over but decided not to land on plant (-10, -6) of type: T2

Bee: 0 flew over but decided not to land on plant (-10, 7) of type: T2

Bee: 0 flew over but decided not to land on plant (-10, 7) of type: T2

Bee: 0 strategy: stay landed on plant (-11, 9) of type: T1 with reward chance of: 10% at tick time: 1081.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 5%, decrease preference for T1 by 1%, now t1pref: 85%.
-- Adding to bee's past flowers: (-11, 9).
-- Bee 0 past flowers: [[-11 9] [-10 5] [-8 5]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-11, 9). Moving off plant.

Bee: 0 strategy: stay landed on plant (-11, 11) of type: T1 with reward chance of: 10% at tick time: 1088.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 6%, decrease preference for T1 by 1%, now t1pref: 84%.
-- Adding to bee's past flowers: (-11, 11).
-- Bee 0 past flowers: [[-11 11] [-11 9] [-10 5] [-8 5]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 flew over but decided not to land on plant (-6, -7) of type: T2

+ Bee: 0 finished harvesting plant (-11, 11). Moving off plant.

Bee: 0 strategy: stay landed on plant (-10, 11) of type: T1 with reward chance of: 10% at tick time: 1096.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 7%, decrease preference for T1 by 1%, now t1pref: 83%.
-- Adding to bee's past flowers: (-10, 11).
-- Bee 0 past flowers: [[-10 11] [-11 11] [-11 9] [-10 5] [-8 5]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 flew over but decided not to land on plant (-7, -7) of type: T2

Bee: 1 flew over but decided not to land on plant (-5, -8) of type: T2

Bee: 1 flew over but decided not to land on plant (-6, -6) of type: T2

+ Bee: 0 finished harvesting plant (-10, 11). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-6, -6) of type: T2

Bee: 1 flew over but decided not to land on plant (-7, -7) of type: T2

Bee: 0 flew over but decided not to land on plant (-8, 10) of type: T1

Bee: 2 strategy: stay landed on plant (3, 3) of type: T1 with reward chance of: 10% at tick time: 1107.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 4%, decrease preference for T1 by 1%, now t1pref: 86%.
-- Adding to bee's past flowers: (3, 3).
-- Bee 2 past flowers: [[3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 0 strategy: stay landed on plant (-8, 10) of type: T1 with reward chance of: 10% at tick time: 1111.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 8%, decrease preference for T1 by 1%, now t1pref: 82%.
-- Adding to bee's past flowers: (-8, 10).
-- Bee 0 past flowers: [[-8 10] [-10 11] [-11 11] [-11 9] [-10 5] [-8 5]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 strategy: stay landed on plant (-10, -11) of type: T1 with reward chance of: 10% at tick time: 1112.
-- Starting attempt of harvest..

-- Bee: 1 failed! No change in current nutrition, still: 1
-- Increase preference for T2 by 1%, now t2pref: 3%, decrease preference for T1 by 1%, now t1pref: 87%.
-- Adding to bee's past flowers: (-10, -11).
-- Bee 1 past flowers: [[-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 finished harvesting plant (3, 3). Moving off plant.

Bee: 2 flew over but decided not to land on plant (4, 4) of type: T2

+ Bee: 0 finished harvesting plant (-8, 10). Moving off plant.

+ Bee: 1 finished harvesting plant (-10, -11). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-9, 12) of type: T2

Bee: 0 strategy: stay landed on plant (-9, 14) of type: T1 with reward chance of: 10% at tick time: 1122.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 9%, decrease preference for T1 by 1%, now t1pref: 81%.
-- Adding to bee's past flowers: (-9, 14).
-- Bee 0 past flowers: [[-9 14] [-8 10] [-10 11] [-11 11] [-11 9] [-10 5] [-8 5]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 flew over but decided not to land on plant (-6, -12) of type: T2

Bee: 2 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 1 flew over but decided not to land on plant (-6, -12) of type: T2

+ Bee: 0 finished harvesting plant (-9, 14). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-9, 15) of type: T2

Bee: 1 flew over but decided not to land on plant (-9, -11) of type: T1

Bee: 0 flew over but decided not to land on plant (-8, 16) of type: T2

Bee: 2 strategy: stay landed on plant (3, 4) of type: T1 with reward chance of: 10% at tick time: 1132.
-- Starting attempt of harvest..
-- Bee: 2 strategy: stay succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T1 by 1%, now t1pref: 87%, decrease preference for T2 by 1%, now t2pref: 3%.
-- Adding to bee's past flowers: (3, 4).
-- Bee 2 past flowers: [[3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 flew over but decided not to land on plant (-8, -11) of type: T1

Bee: 0 flew over but decided not to land on plant (-4, 19) of type: T2

+ Bee: 2 finished harvesting plant (3, 4). Moving off plant.

Bee: 0 strategy: stay landed on plant (-4, 20) of type: T2 with reward chance of: 90% at tick time: 1139.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T2 by 1%, now t2pref: 10%, decrease preference for T1 by 1%, now t1pref: 80%.
-- Adding to bee's past flowers: (-4, 20).
-- Bee 0 past flowers: [[-4 20] [-9 14] [-8 10] [-10 11] [-11 11] [-11 9] [-10 5] [-8 5]]
-- Last 4 success types: [T2 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-4, 20). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-4, 19) of type: T2

Bee: 1 flew over but decided not to land on plant (-10, -7) of type: T2

Bee: 1 flew over but decided not to land on plant (-10, -6) of type: T2

Bee: 1 flew over but decided not to land on plant (-10, -6) of type: T2

Bee: 1 flew over but decided not to land on plant (-10, -7) of type: T2

Bee: 1 flew over but decided not to land on plant (-10, -6) of type: T2

Bee: 0 flew over but decided not to land on plant (-4, 19) of type: T2

Bee: 1 flew over but decided not to land on plant (-10, -6) of type: T2

Bee: 0 flew over but decided not to land on plant (-4, 19) of type: T2

Bee: 0 flew over but decided not to land on plant (-4, 19) of type: T2

Bee: 0 flew over but decided not to land on plant (-4, 19) of type: T2

Bee: 2 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 0 flew over but decided not to land on plant (-2, 15) of type: T2

Bee: 1 strategy: stay landed on plant (-11, -3) of type: T1 with reward chance of: 10% at tick time: 1165.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 1
-- Increase preference for T2 by 1%, now t2pref: 4%, decrease preference for T1 by 1%, now t1pref: 86%.
-- Adding to bee's past flowers: (-11, -3).
-- Bee 1 past flowers: [[-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 2 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 0 flew over but decided not to land on plant (-2, 15) of type: T2

Bee: 2 flew over but decided not to land on plant (4, -1) of type: T2

+ Bee: 1 finished harvesting plant (-11, -3). Moving off plant.

Bee: 2 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 1 flew over but decided not to land on plant (-12, -3) of type: T2

Bee: 1 flew over but decided not to land on plant (-10, -6) of type: T2

Bee: 2 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 1 flew over but decided not to land on plant (-10, -6) of type: T2

Bee: 1 flew over but decided not to land on plant (-10, -6) of type: T2

Bee: 0 flew over but decided not to land on plant (-2, 19) of type: T2

Bee: 0 strategy: stay landed on plant (-1, 18) of type: T1 with reward chance of: 10% at tick time: 1182.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 1
-- Increase preference for T2 by 1%, now t2pref: 11%, decrease preference for T1 by 1%, now t1pref: 79%.
-- Adding to bee's past flowers: (-1, 18).
-- Bee 0 past flowers: [[-1 18] [-4 20] [-9 14] [-8 10] [-10 11] [-11 11] [-11 9] [-10 5] [-8 5]]
-- Last 4 success types: [T2 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 strategy: stay landed on plant (2, -1) of type: T1 with reward chance of: 10% at tick time: 1184.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 1
-- Increase preference for T2 by 1%, now t2pref: 4%, decrease preference for T1 by 1%, now t1pref: 86%.
-- Adding to bee's past flowers: (2, -1).
-- Bee 2 past flowers: [[2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-1, 18). Moving off plant.

+ Bee: 2 finished harvesting plant (2, -1). Moving off plant.

Bee: 2 strategy: stay landed on plant (-2, -4) of type: T2 with reward chance of: 90% at tick time: 1197.
-- Starting attempt of harvest..

-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 5%, decrease preference for T1 by 1%, now t1pref: 85%.
-- Adding to bee's past flowers: (-2, -4).
-- Bee 2 past flowers: [[-2 -4] [2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T2 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 flew over but decided not to land on plant (-10, -6) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, 19) of type: T2

Bee: 1 flew over but decided not to land on plant (-10, -6) of type: T2

Bee: 0 flew over but decided not to land on plant (-4, 19) of type: T2

Bee: 0 flew over but decided not to land on plant (-4, 19) of type: T2

Bee: 0 flew over but decided not to land on plant (-5, 20) of type: T1

+ Bee: 2 finished harvesting plant (-2, -4). Moving off plant.

Bee: 0 strategy: stay landed on plant (-6, 20) of type: T1 with reward chance of: 10% at tick time: 1204.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 1
-- Increase preference for T2 by 1%, now t2pref: 12%, decrease preference for T1 by 1%, now t1pref: 78%.
-- Adding to bee's past flowers: (-6, 20).
-- Bee 0 past flowers: [[-6 20] [-1 18] [-4 20] [-9 14] [-8 10] [-10 11] [-11 11] [-11 9] [-10 5] [-8 5]]
-- Last 4 success types: [T2 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 flew over but decided not to land on plant (-4, -4) of type: T2

Bee: 2 flew over but decided not to land on plant (-4, -4) of type: T2

+ Bee: 0 finished harvesting plant (-6, 20). Moving off plant.

Bee: 2 strategy: stay landed on plant (-2, -5) of type: T1 with reward chance of: 10% at tick time: 1211.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 2
-- Increase preference for T2 by 1%, now t2pref: 6%, decrease preference for T1 by 1%, now t1pref: 84%.
-- Adding to bee's past flowers: (-2, -5).
-- Bee 2 past flowers: [[-2 -5] [-2 -4] [2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T2 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 strategy: stay landed on plant (-6, -4) of type: T1 with reward chance of: 10% at tick time: 1212.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 1
-- Increase preference for T2 by 1%, now t2pref: 5%, decrease preference for T1 by 1%, now t1pref: 85%.
-- Adding to bee's past flowers: (-6, -4).
-- Bee 1 past flowers: [[-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 0 strategy: stay landed on plant (-8, 18) of type: T1 with reward chance of: 10% at tick time: 1217.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 1
-- Increase preference for T2 by 1%, now t2pref: 13%, decrease preference for T1 by 1%, now t1pref: 77%.
-- Adding to bee's past flowers: (-8, 18).
-- Bee 0 past flowers: [[-8 18] [-6 20] [-1 18] [-4 20] [-9 14] [-8 10] [-10 11] [-11 11] [-11 9] [-10 5] [-8 5]]
-- Last 4 success types: [T2 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 finished harvesting plant (-2, -5). Moving off plant.

+ Bee: 1 finished harvesting plant (-6, -4). Moving off plant.

+ Bee: 0 finished harvesting plant (-8, 18). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-9, -1) of type: T1

Bee: 0 flew over but decided not to land on plant (-7, 19) of type: T2

Bee: 2 flew over but decided not to land on plant (-6, -7) of type: T2

Bee: 2 flew over but decided not to land on plant (-5, -7) of type: T2

Bee: 0 strategy: stay landed on plant (-6, 19) of type: T1 with reward chance of: 10% at tick time: 1232.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 1
-- Increase preference for T2 by 1%, now t2pref: 14%, decrease preference for T1 by 1%, now t1pref: 76%.
-- Adding to bee's past flowers: (-6, 19).
-- Bee 0 past flowers: [[-6 19] [-8 18] [-6 20] [-1 18] [-4 20] [-9 14] [-8 10] [-10 11] [-11 11] [-11 9] [-10 5] [-8 5]]
-- Last 4 success types: [T2 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 flew over but decided not to land on plant (-12, -3) of type: T2

Bee: 2 flew over but decided not to land on plant (-5, -8) of type: T2

Bee: 1 flew over but decided not to land on plant (-14, -2) of type: T2

Bee: 2 flew over but decided not to land on plant (-7, -7) of type: T2

Bee: 1 strategy: stay landed on plant (-15, -2) of type: T1 with reward chance of: 10% at tick time: 1237.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 1
-- Increase preference for T2 by 1%, now t2pref: 6%, decrease preference for T1 by 1%, now t1pref: 84%.
-- Adding to bee's past flowers: (-15, -2).
-- Bee 1 past flowers: [[-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-6, 19). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-9, -5) of type: T2

Bee: 0 strategy: stay landed on plant (-7, 19) of type: T2 with reward chance of: 90% at tick time: 1240.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 15%, decrease preference for T1 by 1%, now t1pref: 75%.
-- Adding to bee's past flowers: (-7, 19).
-- Bee 0 past flowers: [[-7 19] [-6 19] [-8 18] [-6 20] [-1 18] [-4 20] [-9 14] [-8 10] [-10 11] [-11 11] [-11 9] [-10 5] [-8 5]]
-- Last 4 success types: [T2 T2 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 strategy: stay landed on plant (-11, -4) of type: T1 with reward chance of: 10% at tick time: 1241.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 2
-- Increase preference for T2 by 1%, now t2pref: 7%, decrease preference for T1 by 1%, now t1pref: 83%.
-- Adding to bee's past flowers: (-11, -4).
-- Bee 2 past flowers: [[-11 -4] [-2 -5] [-2 -4] [2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T2 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 1 finished harvesting plant (-15, -2). Moving off plant.

Bee: 1 strategy: stay landed on plant (-15, -4) of type: T1 with reward chance of: 10% at tick time: 1244.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 1
-- Increase preference for T2 by 1%, now t2pref: 7%, decrease preference for T1 by 1%, now t1pref: 83%.
-- Adding to bee's past flowers: (-15, -4).
-- Bee 1 past flowers: [[-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-7, 19). Moving off plant.

+ Bee: 2 finished harvesting plant (-11, -4). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-12, -3) of type: T2

Bee: 0 flew over but decided not to land on plant (-8, 20) of type: T2

Bee: 2 strategy: stay landed on plant (-12, -3) of type: T2 with reward chance of: 90% at tick time: 1250.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T2 by 1%, now t2pref: 8%, decrease preference for T1 by 1%, now t1pref: 82%.
-- Adding to bee's past flowers: (-12, -3).
-- Bee 2 past flowers: [[-12 -3] [-11 -4] [-2 -5] [-2 -4] [2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T2 T2 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 1 finished harvesting plant (-15, -4). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-8, 20) of type: T2

Bee: 0 strategy: stay landed on plant (-8, 20) of type: T2 with reward chance of: 90% at tick time: 1251.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T2 by 1%, now t2pref: 16%, decrease preference for T1 by 1%, now t1pref: 74%.
-- Adding to bee's past flowers: (-8, 20).
-- Bee 0 past flowers: [[-8 20] [-7 19] [-6 19] [-8 18] [-6 20] [-1 18] [-4 20] [-9 14] [-8 10] [-10 11] [-11 11] [-11 9] [-10 5] [-8 5]]
-- Last 4 success types: [T2 T2 T2 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 flew over but decided not to land on plant (-15, -6) of type: T2

Bee: 1 flew over but decided not to land on plant (-14, -6) of type: T2

+ Bee: 2 finished harvesting plant (-12, -3). Moving off plant.

+ Bee: 0 finished harvesting plant (-8, 20). Moving off plant.

Bee: 2 strategy: stay landed on plant (-11, -3) of type: T1 with reward chance of: 10% at tick time: 1260.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 3
-- Increase preference for T2 by 1%, now t2pref: 9%, decrease preference for T1 by 1%, now t1pref: 81%.
-- Adding to bee's past flowers: (-11, -3).
-- Bee 2 past flowers: [[-11 -3] [-12 -3] [-11 -4] [-2 -5] [-2 -4] [2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T2 T2 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 finished harvesting plant (-11, -3). Moving off plant.

Bee: 0 strategy: stay landed on plant (-9, 17) of type: T1 with reward chance of: 10% at tick time: 1277.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 3
-- Increase preference for T2 by 1%, now t2pref: 17%, decrease preference for T1 by 1%, now t1pref: 73%.
-- Adding to bee's past flowers: (-9, 17).
-- Bee 0 past flowers: [[-9 17] [-8 20] [-7 19] [-6 19] [-8 18] [-6 20] [-1 18] [-4 20] [-9 14] [-8 10] [-10 11] [-11 11] [-11 9] [-10 5] [-8 5]]
-- Last 4 success types: [T2 T2 T2 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 strategy: stay landed on plant (-9, -11) of type: T1 with reward chance of: 10% at tick time: 1278.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 1
-- Increase preference for T2 by 1%, now t2pref: 8%, decrease preference for T1 by 1%, now t1pref: 82%.
-- Adding to bee's past flowers: (-9, -11).
-- Bee 1 past flowers: [[-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-9, 17). Moving off plant.

+ Bee: 1 finished harvesting plant (-9, -11). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-6, -13) of type: T2

Bee: 1 flew over but decided not to land on plant (-5, -13) of type: T1

Bee: 1 flew over but decided not to land on plant (-4, -13) of type: T2

Bee: 1 strategy: stay landed on plant (-4, -15) of type: T1 with reward chance of: 10% at tick time: 1296.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 1
-- Increase preference for T2 by 1%, now t2pref: 9%, decrease preference for T1 by 1%, now t1pref: 81%.
-- Adding to bee's past flowers: (-4, -15).
-- Bee 1 past flowers: [[-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 0 flew over but decided not to land on plant (-5, 20) of type: T1

Bee: 0 flew over but decided not to land on plant (-3, 20) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, 20) of type: T2

+ Bee: 1 finished harvesting plant (-4, -15). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-2, 20) of type: T2

Bee: 0 flew over but decided not to land on plant (-2, 20) of type: T2

Bee: 1 flew over but decided not to land on plant (-4, -16) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, 20) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, 20) of type: T2

Bee: 1 flew over but decided not to land on plant (-5, -16) of type: T2

Bee: 0 strategy: stay landed on plant (-2, 20) of type: T2 with reward chance of: 90% at tick time: 1308.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T2 by 1%, now t2pref: 18%, decrease preference for T1 by 1%, now t1pref: 72%.
-- Adding to bee's past flowers: (-2, 20).
-- Bee 0 past flowers: [[-2 20] [-9 17] [-8 20] [-7 19] [-6 19] [-8 18] [-6 20] [-1 18] [-4 20] [-9 14] [-8 10] [-10 11] [-11 11] [-11 9] [-10 5] [-8 5]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 flew over but decided not to land on plant (-5, -16) of type: T2

Bee: 1 strategy: stay landed on plant (-3, -17) of type: T1 with reward chance of: 10% at tick time: 1310.
-- Starting attempt of harvest..
-- Bee: 1 strategy: stay succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T1 by 1%, now t1pref: 82%, decrease preference for T2 by 1%, now t2pref: 8%.
-- Adding to bee's past flowers: (-3, -17).
-- Bee 1 past flowers: [[-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 flew over but decided not to land on plant (-13, 3) of type: T2

+ Bee: 0 finished harvesting plant (-2, 20). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-3, 20) of type: T2

+ Bee: 1 finished harvesting plant (-3, -17). Moving off plant.

Bee: 0 strategy: stay landed on plant (-5, 20) of type: T1 with reward chance of: 10% at tick time: 1318.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 19%, decrease preference for T1 by 1%, now t1pref: 71%.
-- Adding to bee's past flowers: (-5, 20).
-- Bee 0 past flowers: [[-5 20] [-2 20] [-9 17] [-8 20] [-7 19] [-6 19] [-8 18] [-6 20] [-1 18] [-4 20] [-9 14] [-8 10] [-10 11] [-11 11] [-11 9] [-10 5] [-8 5]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 strategy: stay landed on plant (-10, 3) of type: T2 with reward chance of: 90% at tick time: 1318.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T2 by 1%, now t2pref: 10%, decrease preference for T1 by 1%, now t1pref: 80%.
-- Adding to bee's past flowers: (-10, 3).
-- Bee 2 past flowers: [[-10 3] [-11 -3] [-12 -3] [-11 -4] [-2 -5] [-2 -4] [2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T2 T2 T2 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 flew over but decided not to land on plant (-4, -16) of type: T2

Bee: 1 strategy: stay landed on plant (-7, -18) of type: T1 with reward chance of: 10% at tick time: 1322.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 2
-- Increase preference for T2 by 1%, now t2pref: 9%, decrease preference for T1 by 1%, now t1pref: 81%.
-- Adding to bee's past flowers: (-7, -18).
-- Bee 1 past flowers: [[-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-5, 20). Moving off plant.

+ Bee: 2 finished harvesting plant (-10, 3). Moving off plant.

Bee: 2 strategy: stay landed on plant (-9, 3) of type: T2 with reward chance of: 90% at tick time: 1326.

-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T2 by 1%, now t2pref: 11%, decrease preference for T1 by 1%, now t1pref: 79%.
-- Adding to bee's past flowers: (-9, 3).
-- Bee 2 past flowers: [[-9 3] [-10 3] [-11 -3] [-12 -3] [-11 -4] [-2 -5] [-2 -4] [2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 1 finished harvesting plant (-7, -18). Moving off plant.

Bee: 1 strategy: stay landed on plant (-6, -19) of type: T1 with reward chance of: 10% at tick time: 1329.
-- Starting attempt of harvest..
-- Bee: 1 strategy: stay succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T1 by 1%, now t1pref: 82%, decrease preference for T2 by 1%, now t2pref: 8%.
-- Adding to bee's past flowers: (-6, -19).
-- Bee 1 past flowers: [[-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 finished harvesting plant (-9, 3). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-8, 2) of type: T2

Bee: 2 flew over but decided not to land on plant (-8, 2) of type: T2

+ Bee: 1 finished harvesting plant (-6, -19). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-8, 2) of type: T2

Bee: 1 strategy: stay landed on plant (-1, -17) of type: T1 with reward chance of: 10% at tick time: 1344.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 3
-- Increase preference for T2 by 1%, now t2pref: 9%, decrease preference for T1 by 1%, now t1pref: 81%.
-- Adding to bee's past flowers: (-1, -17).
-- Bee 1 past flowers: [[-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 strategy: stay landed on plant (-5, -2) of type: T1 with reward chance of: 10% at tick time: 1349.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 12%, decrease preference for T1 by 1%, now t1pref: 78%.
-- Adding to bee's past flowers: (-5, -2).
-- Bee 2 past flowers: [[-5 -2] [-9 3] [-10 3] [-11 -3] [-12 -3] [-11 -4] [-2 -5] [-2 -4] [2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

Bee: 0 flew over but decided not to land on plant (-1, 16) of type: T2

+ Bee: 1 finished harvesting plant (-1, -17). Moving off plant.

Bee: 0 flew over but decided not to land on plant (1, 18) of type: T2

+ Bee: 2 finished harvesting plant (-5, -2). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-4, 1) of type: T1

Bee: 2 flew over but decided not to land on plant (-3, -1) of type: T2

Bee: 0 strategy: stay landed on plant (-1, 19) of type: T1 with reward chance of: 10% at tick time: 1369.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (-1, 19).
-- Bee 0 past flowers: [[-1 19] [-5 20] [-2 20] [-9 17] [-8 20] [-7 19] [-6 19] [-8 18] [-6 20] [-1 18] [-4 20] [-9 14] [-8 10] [-10 11] [-11 11] [-11 9] [-10 5] [-8 5]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-1, 19). Moving off plant.

Bee: 0 strategy: stay landed on plant (-1, 16) of type: T2 with reward chance of: 90% at tick time: 1377.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 5
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 strategy: stay landed on plant (4, -14) of type: T1 with reward chance of: 10% at tick time: 1378.
-- Starting attempt of harvest..
-- Bee: 1 strategy: stay succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T1 by 1%, now t1pref: 82%, decrease preference for T2 by 1%, now t2pref: 8%.
-- Adding to bee's past flowers: (4, -14).
-- Bee 1 past flowers: [[4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 flew over but decided not to land on plant (-4, 5) of type: T2

+ Bee: 0 finished harvesting plant (-1, 16). Moving off plant.

Bee: 0 strategy: stay landed on plant (-1, 14) of type: T1 with reward chance of: 10% at tick time: 1384.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 5
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 finished harvesting plant (4, -14). Moving off plant.

Bee: 2 strategy: stay landed on plant (-2, 8) of type: T1 with reward chance of: 10% at tick time: 1385.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 13%, decrease preference for T1 by 1%, now t1pref: 77%.
-- Adding to bee's past flowers: (-2, 8).
-- Bee 2 past flowers: [[-2 8] [-5 -2] [-9 3] [-10 3] [-11 -3] [-12 -3] [-11 -4] [-2 -5] [-2 -4] [2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 flew over but decided not to land on plant (5, -17) of type: T2

+ Bee: 0 finished harvesting plant (-1, 14). Moving off plant.

Bee: 1 strategy: stay landed on plant (7, -19) of type: T1 with reward chance of: 10% at tick time: 1391.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 9%, decrease preference for T1 by 1%, now t1pref: 81%.
-- Adding to bee's past flowers: (7, -19).
-- Bee 1 past flowers: [[7 -19] [4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 finished harvesting plant (-2, 8). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-3, 7) of type: T2

Bee: 0 strategy: stay landed on plant (-2, 14) of type: T1 with reward chance of: 10% at tick time: 1394.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 5
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 finished harvesting plant (7, -19). Moving off plant.

Bee: 1 strategy: stay landed on plant (8, -20) of type: T1 with reward chance of: 10% at tick time: 1399.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 10%, decrease preference for T1 by 1%, now t1pref: 80%.
-- Adding to bee's past flowers: (8, -20).
-- Bee 1 past flowers: [[8 -20] [7 -19] [4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-2, 14). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-3, 7) of type: T2

+ Bee: 1 finished harvesting plant (8, -20). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-5, 9) of type: T2

Bee: 0 strategy: stay landed on plant (-4, 15) of type: T1 with reward chance of: 10% at tick time: 1406.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 5
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 flew over but decided not to land on plant (-7, 11) of type: T2

Bee: 1 strategy: stay landed on plant (8, -19) of type: T1 with reward chance of: 10% at tick time: 1409.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 11%, decrease preference for T1 by 1%, now t1pref: 79%.
-- Adding to bee's past flowers: (8, -19).
-- Bee 1 past flowers: [[8 -19] [8 -20] [7 -19] [4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11]
[-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 flew over but decided not to land on plant (-7, 11) of type: T2

Bee: 2 flew over but decided not to land on plant (-7, 11) of type: T2

+ Bee: 0 finished harvesting plant (-4, 15). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-3, 13) of type: T1

+ Bee: 1 finished harvesting plant (8, -19). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-3, 13) of type: T1

Bee: 0 flew over but decided not to land on plant (-3, 12) of type: T1

Bee: 1 flew over but decided not to land on plant (6, -19) of type: T1

Bee: 2 flew over but decided not to land on plant (-8, 16) of type: T2

Bee: 2 flew over but decided not to land on plant (-7, 16) of type: T1

Bee: 2 strategy: stay landed on plant (-7, 16) of type: T1 with reward chance of: 10% at tick time: 1424.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 14%, decrease preference for T1 by 1%, now t1pref: 76%.
-- Adding to bee's past flowers: (-7, 16).
-- Bee 2 past flowers: [[-7 16] [-2 8] [-5 -2] [-9 3] [-10 3] [-11 -3] [-12 -3] [-11 -4] [-2 -5] [-2 -4] [2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

Bee: 0 flew over but decided not to land on plant (-5, 14) of type: T2

+ Bee: 2 finished harvesting plant (-7, 16). Moving off plant.

Bee: 2 strategy: stay landed on plant (-9, 17) of type: T1 with reward chance of: 10% at tick time: 1431.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 15%, decrease preference for T1 by 1%, now t1pref: 75%.
-- Adding to bee's past flowers: (-9, 17).
-- Bee 2 past flowers: [[-9 17] [-7 16] [-2 8] [-5 -2] [-9 3] [-10 3] [-11 -3] [-12 -3] [-11 -4] [-2 -5] [-2 -4] [2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

Bee: 0 strategy: stay landed on plant (-3, 12) of type: T1 with reward chance of: 10% at tick time: 1434.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 5
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 strategy: stay landed on plant (4, -17) of type: T1 with reward chance of: 10% at tick time: 1436.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 12%, decrease preference for T1 by 1%, now t1pref: 78%.
-- Adding to bee's past flowers: (4, -17).
-- Bee 1 past flowers: [[4 -17] [8 -19] [8 -20] [7 -19] [4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-
10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]

-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 finished harvesting plant (-9, 17). Moving off plant.

+ Bee: 0 finished harvesting plant (-3, 12). Moving off plant.

Bee: 2 strategy: stay landed on plant (-11, 17) of type: T1 with reward chance of: 10% at tick time: 1442.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 16%, decrease preference for T1 by 1%, now t1pref: 74%.
-- Adding to bee's past flowers: (-11, 17).
-- Bee 2 past flowers: [[-11 17] [-9 17] [-7 16] [-2 8] [-5 -2] [-9 3] [-10 3] [-11 -3] [-12 -3] [-11 -4] [-2 -5] [-2 -4] [2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 1 finished harvesting plant (4, -17). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-5, 14) of type: T2

+ Bee: 2 finished harvesting plant (-11, 17). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-5, 14) of type: T2

Bee: 1 flew over but decided not to land on plant (8, -16) of type: T2

Bee: 2 flew over but decided not to land on plant (-14, 18) of type: T1

Bee: 0 flew over but decided not to land on plant (-5, 14) of type: T2

Bee: 0 flew over but decided not to land on plant (-5, 14) of type: T2

Bee: 2 flew over but decided not to land on plant (-14, 16) of type: T2

Bee: 1 strategy: stay landed on plant (7, -13) of type: T1 with reward chance of: 10% at tick time: 1455.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 13%, decrease preference for T1 by 1%, now t1pref: 77%.
-- Adding to bee's past flowers: (7, -13).
-- Bee 1 past flowers: [[7 -13] [4 -17] [8 -19] [8 -20] [7 -19] [4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 0 strategy: stay landed on plant (-5, 14) of type: T2 with reward chance of: 90% at tick time: 1456.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 6
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 flew over but decided not to land on plant (-13, 17) of type: T2

Bee: 2 strategy: stay landed on plant (-14, 18) of type: T1 with reward chance of: 10% at tick time: 1460.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 17%, decrease preference for T1 by 1%, now t1pref: 73%.
-- Adding to bee's past flowers: (-14, 18).
-- Bee 2 past flowers: [[-14 18] [-11 17] [-9 17] [-7 16] [-2 8] [-5 -2] [-9 3] [-10 3] [-11 -3] [-12 -3] [-11 -4] [-2 -5] [-2 -4] [2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 1 finished harvesting plant (7, -13). Moving off plant.

+ Bee: 0 finished harvesting plant (-5, 14). Moving off plant.

+ Bee: 2 finished harvesting plant (-14, 18). Moving off plant.

Bee: 1 flew over but decided not to land on plant (6, -15) of type: T2

Bee: 2 flew over but decided not to land on plant (-16, 19) of type: T2

Bee: 1 strategy: stay landed on plant (5, -17) of type: T2 with reward chance of: 90% at tick time: 1469.
-- Starting attempt of harvest..

-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T2 by 1%, now t2pref: 14%, decrease preference for T1 by 1%, now t1pref: 76%.
-- Adding to bee's past flowers: (5, -17).
-- Bee 1 past flowers: [[5 -17] [7 -13] [4 -17] [8 -19] [8 -20] [7 -19] [4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T2 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 1 finished harvesting plant (5, -17). Moving off plant.

Bee: 1 flew over but decided not to land on plant (7, -18) of type: T1

Bee: 1 flew over but decided not to land on plant (9, -18) of type: T2

Bee: 1 flew over but decided not to land on plant (11, -18) of type: T2

Bee: 0 flew over but decided not to land on plant (-8, 16) of type: T2

Bee: 2 flew over but decided not to land on plant (-14, 16) of type: T2

Bee: 0 flew over but decided not to land on plant (-8, 16) of type: T2

Bee: 1 flew over but decided not to land on plant (11, -18) of type: T2

Bee: 0 strategy: stay landed on plant (-3, 13) of type: T1 with reward chance of: 10% at tick time: 1492.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 6
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 strategy: stay landed on plant (-12, 13) of type: T1 with reward chance of: 10% at tick time: 1495.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 18%, decrease preference for T1 by 1%, now t1pref: 72%.
-- Adding to bee's past flowers: (-12, 13).
-- Bee 2 past flowers: [[-12 13] [-14 18] [-11 17] [-9 17] [-7 16] [-2 8] [-5 -2] [-9 3] [-10 3] [-11 -3] [-12 -3] [-11 -4] [-2 -5] [-2 -4] [2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-3, 13). Moving off plant.

Bee: 1 flew over but decided not to land on plant (13, -15) of type: T1

Bee: 0 strategy: stay landed on plant (-2, 15) of type: T2 with reward chance of: 90% at tick time: 1501.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 7
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 finished harvesting plant (-12, 13). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-13, 13) of type: T2

Bee: 1 strategy: stay landed on plant (14, -16) of type: T1 with reward chance of: 10% at tick time: 1504.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 15%, decrease preference for T1 by 1%, now t1pref: 75%.
-- Adding to bee's past flowers: (14, -16).
-- Bee 1 past flowers: [[14 -16] [5 -17] [7 -13] [4 -17] [8 -19] [8 -20] [7 -19] [4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T2 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 strategy: stay landed on plant (-16, 14) of type: T1 with reward chance of: 10% at tick time: 1506.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 19%, decrease preference for T1 by 1%, now t1pref: 71%.
-- Adding to bee's past flowers: (-16, 14).
-- Bee 2 past flowers: [[-16 14] [-12 13] [-14 18] [-11 17] [-9 17] [-7 16] [-2 8] [-5 -2] [-9 3] [-10 3] [-11 -3] [-12 -3] [-11 -4] [-2 -5] [-2 -4] [2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-2, 15). Moving off plant.

+ Bee: 1 finished harvesting plant (14, -16). Moving off plant.

+ Bee: 2 finished harvesting plant (-16, 14). Moving off plant.

Bee: 1 strategy: stay landed on plant (15, -15) of type: T1 with reward chance of: 10% at tick time: 1513.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 16%, decrease preference for T1 by 1%, now t1pref: 74%.
-- Adding to bee's past flowers: (15, -15).
-- Bee 1 past flowers: [[15 -15] [14 -16] [5 -17] [7 -13] [4 -17] [8 -19] [8 -20] [7 -19] [4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T2 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 flew over but decided not to land on plant (-17, 13) of type: T1

Bee: 2 strategy: stay landed on plant (-17, 13) of type: T1 with reward chance of: 10% at tick time: 1517.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (-17, 13).
-- Bee 2 past flowers: [[-17 13] [-16 14] [-12 13] [-14 18] [-11 17] [-9 17] [-7 16] [-2 8] [-5 -2] [-9 3] [-10 3] [-11 -3] [-12 -3] [-11 -4] [-2 -5] [-2 -4] [2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 1 finished harvesting plant (15, -15). Moving off plant.

Bee: 1 strategy: stay landed on plant (12, -14) of type: T1 with reward chance of: 10% at tick time: 1522.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 17%, decrease preference for T1 by 1%, now t1pref: 73%.
-- Adding to bee's past flowers: (12, -14).
-- Bee 1 past flowers: [[12 -14] [15 -15] [14 -16] [5 -17] [7 -13] [4 -17] [8 -19] [8 -20] [7 -19] [4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T2 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 finished harvesting plant (-17, 13). Moving off plant.

Bee: 0 strategy: stay landed on plant (-4, 19) of type: T2 with reward chance of: 90% at tick time: 1524.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 finished harvesting plant (12, -14). Moving off plant.

+ Bee: 0 finished harvesting plant (-4, 19). Moving off plant.

Bee: 1 strategy: stay landed on plant (10, -15) of type: T1 with reward chance of: 10% at tick time: 1531.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 18%, decrease preference for T1 by 1%, now t1pref: 72%.
-- Adding to bee's past flowers: (10, -15).
-- Bee 1 past flowers: [[10 -15] [12 -14] [15 -15] [14 -16] [5 -17] [7 -13] [4 -17] [8 -19] [8 -20] [7 -19] [4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T2 T1 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 0 flew over but decided not to land on plant (-3, 20) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, 20) of type: T2

Bee: 0 strategy: stay landed on plant (-3, 20) of type: T2 with reward chance of: 90% at tick time: 1533.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 9
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 finished harvesting plant (10, -15). Moving off plant.

+ Bee: 0 finished harvesting plant (-3, 20). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-2, 19) of type: T2

Bee: 2 flew over but decided not to land on plant (-15, 11) of type: T2

Bee: 1 strategy: stay landed on plant (9, -16) of type: T1 with reward chance of: 10% at tick time: 1544.
-- Starting attempt of harvest..
-- Bee: 1 strategy: stay succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T1 by 1%, now t1pref: 73%, decrease preference for T2 by 1%, now t2pref: 17%.
-- Adding to bee's past flowers: (9, -16).
-- Bee 1 past flowers: [[9 -16] [10 -15] [12 -14] [15 -15] [14 -16] [5 -17] [7 -13] [4 -17] [8 -19] [8 -20] [7 -19] [4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T2 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 flew over but decided not to land on plant (-15, 11) of type: T2

Bee: 2 strategy: stay landed on plant (-15, 9) of type: T1 with reward chance of: 10% at tick time: 1550.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 5
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 finished harvesting plant (9, -16). Moving off plant.

Bee: 1 flew over but decided not to land on plant (8, -16) of type: T2

Bee: 0 strategy: stay landed on plant (-7, 12) of type: T2 with reward chance of: 90% at tick time: 1556.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 10
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 0 returning to hive with 10 nutrients.

+ Bee: 2 finished harvesting plant (-15, 9). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-15, 7) of type: T2

Bee: 2 strategy: stay landed on plant (-15, 7) of type: T2 with reward chance of: 90% at tick time: 1561.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 6
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 0 flew over but decided not to land on plant (-3, 2) of type: T2

++ Bee: 0 transferred 10 nutrients to hive. Current hive total now: 92
-- Clearing Bee: 0 past flowers. Setting off to new bout...

Bee: 0 flew over but decided not to land on plant (-1, -1) of type: T1

+ Bee: 2 finished harvesting plant (-15, 7). Moving off plant.

Bee: 2 strategy: stay landed on plant (-13, 8) of type: T1 with reward chance of: 10% at tick time: 1568.
-- Starting attempt of harvest..
-- Bee: 2 strategy: stay succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (-13, 8).
-- Bee 2 past flowers: [[-13 8] [-15 7] [-15 9] [-17 13] [-16 14] [-12 13] [-14 18] [-11 17] [-9 17] [-7 16] [-2 8] [-5 -2] [-9 3] [-10 3] [-11 -3] [-12 -3] [-11 -4] [-2 -5] [-2 -4] [2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T1 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 finished harvesting plant (-13, 8). Moving off plant.

Bee: 2 strategy: stay landed on plant (-13, 9) of type: T2 with reward chance of: 90% at tick time: 1576.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 8.
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (-13, 9).
-- Bee 2 past flowers: [[-13 9] [-13 8] [-15 7] [-15 9] [-17 13] [-16 14] [-12 13] [-14 18] [-11 17] [-9 17] [-7 16] [-2 8] [-5 -2] [-9 3] [-10 3] [-11 -3] [-12 -3] [-11 -4] [-2 -5] [-2 -4] [2 -1] [3 4] [3 3] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T2 T1 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

Bee: 0 strategy: stay landed on plant (2, -1) of type: T1 with reward chance of: 10% at tick time: 1579.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 0
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 finished harvesting plant (-13, 9). Moving off plant.

Bee: 2 strategy: stay landed on plant (-12, 10) of type: T1 with reward chance of: 10% at tick time: 1584.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 0 finished harvesting plant (2, -1). Moving off plant.

Bee: 0 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 0 flew over but decided not to land on plant (4, -1) of type: T2

+ Bee: 2 finished harvesting plant (-12, 10). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-15, 11) of type: T2

Bee: 2 flew over but decided not to land on plant (-15, 11) of type: T2

Bee: 2 flew over but decided not to land on plant (-14, 9) of type: T1

Bee: 2 strategy: stay landed on plant (-14, 9) of type: T1 with reward chance of: 10% at tick time: 1599.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 finished harvesting plant (-14, 9). Moving off plant.

Bee: 1 flew over but decided not to land on plant (6, -15) of type: T2

Bee: 0 strategy: stay landed on plant (6, 4) of type: T1 with reward chance of: 10% at tick time: 1606.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 0
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 strategy: stay landed on plant (-16, 10) of type: T2 with reward chance of: 90% at tick time: 1608.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 9
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 0 finished harvesting plant (6, 4). Moving off plant.

Bee: 1 strategy: stay landed on plant (6, -15) of type: T2 with reward chance of: 90% at tick time: 1612.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 6
-- Increase preference for T1 by 1%, now t1pref: 74%, decrease preference for T2 by 1%, now t2pref: 16%.
-- Adding to bee's past flowers: (6, -15).
-- Bee 1 past flowers: [[6 -15] [9 -16] [10 -15] [12 -14] [15 -15] [14 -16] [5 -17] [7 -13] [4 -17] [8 -19] [8 -20] [7 -19] [4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T2 T1 T1] Last 4 failure types: [T2 T1 T1 T1]

+ Bee: 2 finished harvesting plant (-16, 10). Moving off plant.

Bee: 2 strategy: stay landed on plant (-17, 10) of type: T2 with reward chance of: 90% at tick time: 1615.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 10
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 returning to hive with 10 nutrients.

Bee: 2 flew over but decided not to land on plant (-10, 7) of type: T2

+ Bee: 1 finished harvesting plant (6, -15). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-6, 5) of type: T2

Bee: 0 strategy: stay landed on plant (6, 6) of type: T1 with reward chance of: 10% at tick time: 1620.
-- Starting attempt of harvest..
-- Bee: 0 strategy: stay succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (6, 6).
-- Bee 0 past flowers: [[6 6] [6 4] [2 -1]]
-- Last 4 success types: [T1 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 2 flew over but decided not to land on plant (1, 1) of type: T2

+ Bee: 0 finished harvesting plant (6, 6). Moving off plant.

+ Bee: 2 finished harvesting plant (-1, -1). Moving off plant.

Bee: 0 flew over but decided not to land on plant (4, 4) of type: T2

++ Bee: 2 transferred 10 nutrients to hive. Current hive total now: 102
-- Clearing Bee: 2 past flowers. Setting off to new bout...

Bee: 1 strategy: stay landed on plant (4, -13) of type: T1 with reward chance of: 10% at tick time: 1629.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 6
-- Increase preference for T2 by 1%, now t2pref: 17%, decrease preference for T1 by 1%, now t1pref: 73%.
-- Adding to bee's past flowers: (4, -13).
-- Bee 1 past flowers: [[4 -13] [6 -15] [9 -16] [10 -15] [12 -14] [15 -15] [14 -16] [5 -17] [7 -13] [4 -17] [8 -19] [8 -20] [7 -19] [4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T2 T1 T1] Last 4 failure types: [T1 T2 T1 T1]

Bee: 0 strategy: stay landed on plant (3, 6) of type: T2 with reward chance of: 90% at tick time: 1631.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (3, 6).
-- Bee 0 past flowers: [[3 6] [6 6] [6 4] [2 -1]]
-- Last 4 success types: [T2 T1 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 1 finished harvesting plant (4, -13). Moving off plant.

+ Bee: 0 finished harvesting plant (3, 6). Moving off plant.

Bee: 0 strategy: stay landed on plant (2, 8) of type: T1 with reward chance of: 10% at tick time: 1639.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 2
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 strategy: stay landed on plant (1, 1) of type: T2 with reward chance of: 90% at tick time: 1639.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 1
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 finished harvesting plant (1, 1). Moving off plant.

+ Bee: 0 finished harvesting plant (2, 8). Moving off plant.

Bee: 1 flew over but decided not to land on plant (5, -14) of type: T2

Bee: 2 strategy: stay landed on plant (3, 3) of type: T1 with reward chance of: 10% at tick time: 1656.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 1
-- T1 preference: 70% T2 preference: 20%.

~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 finished harvesting plant (3, 3). Moving off plant.

Bee: 1 strategy: stay landed on plant (7, -18) of type: T1 with reward chance of: 10% at tick time: 1662.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 6
-- Increase preference for T2 by 1%, now t2pref: 18%, decrease preference for T1 by 1%, now t1pref: 72%.
-- Adding to bee's past flowers: (7, -18).
-- Bee 1 past flowers: [[7 -18] [4 -13] [6 -15] [9 -16] [10 -15] [12 -14] [15 -15] [14 -16] [5 -17] [7 -13] [4 -17] [8 -19] [8 -20] [7 -19] [4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T2 T1 T1] Last 4 failure types: [T1 T1 T2 T1]

Bee: 0 flew over but decided not to land on plant (-3, 4) of type: T1

Bee: 2 flew over but decided not to land on plant (4, 4) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, 2) of type: T2

+ Bee: 1 finished harvesting plant (7, -18). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-3, -1) of type: T2

Bee: 2 flew over but decided not to land on plant (3, 4) of type: T1

Bee: 1 flew over but decided not to land on plant (6, -19) of type: T1

Bee: 0 flew over but decided not to land on plant (-1, 1) of type: T2

Bee: 2 strategy: stay landed on plant (3, 8) of type: T1 with reward chance of: 10% at tick time: 1679.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 1
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 strategy: stay landed on plant (9, -19) of type: T1 with reward chance of: 10% at tick time: 1680.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 6
-- Increase preference for T2 by 1%, now t2pref: 19%, decrease preference for T1 by 1%, now t1pref: 71%.
-- Adding to bee's past flowers: (9, -19).
-- Bee 1 past flowers: [[9 -19] [7 -18] [4 -13] [6 -15] [9 -16] [10 -15] [12 -14] [15 -15] [14 -16] [5 -17] [7 -13] [4 -17] [8 -19] [8 -20] [7 -19] [4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T2 T1 T1] Last 4 failure types: [T1 T1 T1 T2]

+ Bee: 2 finished harvesting plant (3, 8). Moving off plant.

+ Bee: 1 finished harvesting plant (9, -19). Moving off plant.

Bee: 1 flew over but decided not to land on plant (9, -18) of type: T2

Bee: 1 flew over but decided not to land on plant (9, -18) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, 8) of type: T1

Bee: 1 flew over but decided not to land on plant (9, -18) of type: T2

Bee: 2 strategy: stay landed on plant (3, 4) of type: T1 with reward chance of: 10% at tick time: 1692.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 1
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 0 flew over but decided not to land on plant (-5, 9) of type: T2

Bee: 1 flew over but decided not to land on plant (9, -17) of type: T2

Bee: 0 strategy: stay landed on plant (-7, 7) of type: T2 with reward chance of: 90% at tick time: 1695.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 3
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 finished harvesting plant (3, 4). Moving off plant.

Bee: 1 strategy: stay landed on plant (11, -20) of type: T1 with reward chance of: 10% at tick time: 1700.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 6
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (11, -20).
-- Bee 1 past flowers: [[11 -20] [9 -19] [7 -18] [4 -13] [6 -15] [9 -16] [10 -15] [12 -14] [15 -15] [14 -16] [5 -17] [7 -13] [4 -17] [8 -19] [8 -20] [7 -19] [4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T1 T2 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-7, 7). Moving off plant.

+ Bee: 1 finished harvesting plant (11, -20). Moving off plant.

Bee: 0 strategy: stay landed on plant (-8, 5) of type: T1 with reward chance of: 10% at tick time: 1710.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 3
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 strategy: stay landed on plant (13, -17) of type: T2 with reward chance of: 90% at tick time: 1711.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 7
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 0 finished harvesting plant (-8, 5). Moving off plant.

+ Bee: 1 finished harvesting plant (13, -17). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-10, 7) of type: T2

Bee: 2 strategy: stay landed on plant (5, 5) of type: T1 with reward chance of: 10% at tick time: 1725.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 1
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 strategy: stay landed on plant (13, -15) of type: T1 with reward chance of: 10% at tick time: 1730.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 7
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 finished harvesting plant (5, 5). Moving off plant.

+ Bee: 1 finished harvesting plant (13, -15). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-7, 3) of type: T2

Bee: 0 flew over but decided not to land on plant (-7, 1) of type: T2

Bee: 1 flew over but decided not to land on plant (16, -14) of type: T2

Bee: 1 flew over but decided not to land on plant (16, -14) of type: T2

Bee: 0 flew over but decided not to land on plant (-7, 1) of type: T2

Bee: 2 flew over but decided not to land on plant (6, 6) of type: T1

Bee: 1 strategy: stay landed on plant (15, -16) of type: T1 with reward chance of: 10% at tick time: 1745.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 7
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 strategy: stay landed on plant (6, 4) of type: T1 with reward chance of: 10% at tick time: 1748.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 1

-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 0 flew over but decided not to land on plant (-8, -2) of type: T2

Bee: 0 strategy: stay landed on plant (-7, -2) of type: T1 with reward chance of: 10% at tick time: 1751.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 3
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 finished harvesting plant (15, -16). Moving off plant.

+ Bee: 2 finished harvesting plant (6, 4). Moving off plant.

Bee: 1 flew over but decided not to land on plant (17, -18) of type: T1

Bee: 1 strategy: stay landed on plant (19, -17) of type: T2 with reward chance of: 90% at tick time: 1755.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 7
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (19, -17).
-- Bee 1 past flowers: [[19 -17] [15 -16] [13 -15] [13 -17] [11 -20] [9 -19] [7 -18] [4 -13] [6 -15] [9 -16] [10 -15] [12 -14] [15 -15] [14 -16] [5 -17] [7 -13] [4 -17] [8 -19] [8 -20] [7 -19] [4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T2 T1 T2 T1] Last 4 failure types: [T2 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-7, -2). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-8, -2) of type: T2

+ Bee: 1 finished harvesting plant (19, -17). Moving off plant.

Bee: 2 flew over but decided not to land on plant (3, 6) of type: T2

Bee: 2 flew over but decided not to land on plant (3, 6) of type: T2

Bee: 0 flew over but decided not to land on plant (-11, -3) of type: T1

Bee: 1 flew over but decided not to land on plant (19, -16) of type: T2

Bee: 2 strategy: stay landed on plant (3, 6) of type: T2 with reward chance of: 90% at tick time: 1766.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 1
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (3, 6).
-- Bee 2 past flowers: [[3 6] [6 4] [5 5] [3 4] [3 8] [3 3] [1 1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T1 T1 T1]

Bee: 0 strategy: stay landed on plant (-11, -3) of type: T1 with reward chance of: 10% at tick time: 1767.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 3
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 strategy: stay landed on plant (18, -17) of type: T1 with reward chance of: 10% at tick time: 1772.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 7
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (18, -17).
-- Bee 1 past flowers: [[18 -17] [19 -17] [15 -16] [13 -15] [13 -17] [11 -20] [9 -19] [7 -18] [4 -13] [6 -15] [9 -16] [10 -15] [12 -14] [15 -15] [14 -16] [5 -17] [7 -13] [4 -17] [8 -19] [8 -20] [7 -19] [4 -14] [-1 -17] [-6 -19] [-7 -18] [-3 -17] [-4 -15] [-9 -11] [-15 -4] [-15 -2] [-6 -4] [-11 -3] [-10 -11] [-11 -4] [-9 -4] [-7 -2] [-5 -2]]
-- Last 4 success types: [T2 T1 T2 T1] Last 4 failure types: [T1 T2 T1 T1]

+ Bee: 2 finished harvesting plant (3, 6). Moving off plant.

+ Bee: 0 finished harvesting plant (-11, -3). Moving off plant.

Bee: 0 strategy: stay landed on plant (-11, -4) of type: T1 with reward chance of: 10% at tick time: 1776.
-- Starting attempt of harvest..

-- Bee: 0 failed! No change in current nutrition, still: 3
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 flew over but decided not to land on plant (6, 9) of type: T2

+ Bee: 1 finished harvesting plant (18, -17). Moving off plant.

Bee: 2 strategy: stay landed on plant (6, 9) of type: T2 with reward chance of: 90% at tick time: 1779.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (6, 9).
-- Bee 2 past flowers: [[6 9] [3 6] [6 4] [5 5] [3 4] [3 8] [3 3] [1 1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-11, -4). Moving off plant.

+ Bee: 2 finished harvesting plant (6, 9). Moving off plant.

Bee: 2 strategy: stay landed on plant (5, 12) of type: T1 with reward chance of: 10% at tick time: 1787.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 2
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 strategy: stay landed on plant (20, -20) of type: T1 with reward chance of: 10% at tick time: 1790.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 7
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 finished harvesting plant (5, 12). Moving off plant.

Bee: 2 flew over but decided not to land on plant (4, 12) of type: T2

+ Bee: 1 finished harvesting plant (20, -20). Moving off plant.

Bee: 2 flew over but decided not to land on plant (4, 12) of type: T2

Bee: 2 flew over but decided not to land on plant (4, 12) of type: T2

Bee: 2 flew over but decided not to land on plant (4, 12) of type: T2

Bee: 2 flew over but decided not to land on plant (4, 13) of type: T1

Bee: 2 strategy: stay landed on plant (4, 12) of type: T2 with reward chance of: 90% at tick time: 1806.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 2
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (4, 12).
-- Bee 2 past flowers: [[4 12] [5 12] [6 9] [3 6] [6 4] [5 5] [3 4] [3 8] [3 3] [1 1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T1 T2 T1]

+ Bee: 2 finished harvesting plant (4, 12). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-10, -7) of type: T2

Bee: 2 strategy: stay landed on plant (7, 11) of type: T2 with reward chance of: 90% at tick time: 1817.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (7, 11).
-- Bee 2 past flowers: [[7 11] [4 12] [5 12] [6 9] [3 6] [6 4] [5 5] [3 4] [3 8] [3 3] [1 1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T1 T2 T1]

Bee: 0 flew over but decided not to land on plant (-10, -7) of type: T2

Bee: 0 flew over but decided not to land on plant (-9, -5) of type: T2

Bee: 0 flew over but decided not to land on plant (-8, -4) of type: T2

+ Bee: 2 finished harvesting plant (7, 11). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-8, -4) of type: T2

Bee: 0 flew over but decided not to land on plant (-9, -5) of type: T2

Bee: 0 flew over but decided not to land on plant (-9, -5) of type: T2

Bee: 0 strategy: stay landed on plant (-8, -4) of type: T2 with reward chance of: 90% at tick time: 1829.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 4
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 0 finished harvesting plant (-8, -4). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-8, -2) of type: T2

Bee: 0 flew over but decided not to land on plant (-8, -2) of type: T2

Bee: 0 flew over but decided not to land on plant (-8, -3) of type: T2

Bee: 2 strategy: stay landed on plant (12, 7) of type: T1 with reward chance of: 10% at tick time: 1847.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 3
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 flew over but decided not to land on plant (16, -14) of type: T2

Bee: 1 flew over but decided not to land on plant (16, -14) of type: T2

+ Bee: 2 finished harvesting plant (12, 7). Moving off plant.

Bee: 0 strategy: stay landed on plant (-10, -6) of type: T2 with reward chance of: 90% at tick time: 1854.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 5
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 0 finished harvesting plant (-10, -6). Moving off plant.

Bee: 2 flew over but decided not to land on plant (13, 7) of type: T2

Bee: 1 strategy: stay landed on plant (17, -18) of type: T1 with reward chance of: 10% at tick time: 1876.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 7
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 finished harvesting plant (17, -18). Moving off plant.

Bee: 1 flew over but decided not to land on plant (18, -16) of type: T1

Bee: 1 strategy: stay landed on plant (18, -16) of type: T1 with reward chance of: 10% at tick time: 1892.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 7
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 0 strategy: stay landed on plant (-10, -14) of type: T1 with reward chance of: 10% at tick time: 1895.
-- Starting attempt of harvest..
-- Bee: 0 strategy: stay succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (-10, -14).
-- Bee 0 past flowers: [[-10 -14] [-10 -6] [-8 -4] [-11 -4] [-11 -3] [-7 -2] [-8 5] [-7 7] [2 8] [3 6] [6 6] [6 4] [2 -1]]
-- Last 4 success types: [T1 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 1 finished harvesting plant (18, -16). Moving off plant.

Bee: 1 flew over but decided not to land on plant (19, -16) of type: T2

Bee: 1 strategy: stay landed on plant (19, -16) of type: T2 with reward chance of: 90% at tick time: 1900.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 0 finished harvesting plant (-10, -14). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-14, -13) of type: T2

+ Bee: 1 finished harvesting plant (19, -16). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-15, -15) of type: T2

Bee: 1 flew over but decided not to land on plant (20, -18) of type: T2

Bee: 0 flew over but decided not to land on plant (-14, -16) of type: T2

Bee: 2 flew over but decided not to land on plant (6, 6) of type: T1

Bee: 0 flew over but decided not to land on plant (-15, -15) of type: T2

Bee: 0 flew over but decided not to land on plant (-17, -17) of type: T1

Bee: 2 strategy: stay landed on plant (6, 6) of type: T1 with reward chance of: 10% at tick time: 1922.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 3
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 finished harvesting plant (6, 6). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-15, -18) of type: T2

Bee: 0 strategy: stay landed on plant (-14, -19) of type: T1 with reward chance of: 10% at tick time: 1937.
-- Starting attempt of harvest..
-- Bee: 0 strategy: stay succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T1 by 1%, now t1pref: 72%, decrease preference for T2 by 1%, now t2pref: 18%.
-- Adding to bee's past flowers: (-14, -19).
-- Bee 0 past flowers: [[-14 -19] [-10 -14] [-10 -6] [-8 -4] [-11 -4] [-11 -3] [-7 -2] [-8 5] [-7 7] [2 8] [3 6] [6 6] [6 4] [2 -1]]
-- Last 4 success types: [T1 T1 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 strategy: stay landed on plant (8, 2) of type: T1 with reward chance of: 10% at tick time: 1938.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 3
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 flew over but decided not to land on plant (20, -18) of type: T2

+ Bee: 0 finished harvesting plant (-14, -19). Moving off plant.

+ Bee: 2 finished harvesting plant (8, 2). Moving off plant.

Bee: 1 flew over but decided not to land on plant (16, -14) of type: T2

Bee: 2 strategy: stay landed on plant (6, 2) of type: T1 with reward chance of: 10% at tick time: 1949.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 3
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 flew over but decided not to land on plant (16, -14) of type: T2

Bee: 1 strategy: stay landed on plant (18, -13) of type: T1 with reward chance of: 10% at tick time: 1954.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 finished harvesting plant (6, 2). Moving off plant.

Bee: 0 strategy: stay landed on plant (-20, -20) of type: T1 with reward chance of: 10% at tick time: 1956.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 7
-- Increase preference for T2 by 1%, now t2pref: 19%, decrease preference for T1 by 1%, now t1pref: 71%.
-- Adding to bee's past flowers: (-20, -20).
-- Bee 0 past flowers: [[-20 -20] [-14 -19] [-10 -14] [-10 -6] [-8 -4] [-11 -4] [-11 -3] [-7 -2] [-8 5] [-7 7] [2 8] [3 6] [6 6] [6 4] [2 -1]]
-- Last 4 success types: [T1 T1 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 1 finished harvesting plant (18, -13). Moving off plant.

+ Bee: 0 finished harvesting plant (-20, -20). Moving off plant.

Bee: 2 strategy: stay landed on plant (10, 1) of type: T2 with reward chance of: 90% at tick time: 1963.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 4
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 0 strategy: stay landed on plant (-19, -20) of type: T1 with reward chance of: 10% at tick time: 1963.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 7
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (-19, -20).
-- Bee 0 past flowers: [[-19 -20] [-20 -20] [-14 -19] [-10 -14] [-10 -6] [-8 -4] [-11 -4] [-11 -3] [-7 -2] [-8 5] [-7 7] [2 8] [3 6] [6 6] [6 4] [2 -1]]
-- Last 4 success types: [T1 T1 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-19, -20). Moving off plant.

+ Bee: 2 finished harvesting plant (10, 1). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-18, -20) of type: T2

Bee: 0 flew over but decided not to land on plant (-15, -19) of type: T2

Bee: 1 flew over but decided not to land on plant (19, -10) of type: T2

Bee: 0 flew over but decided not to land on plant (-15, -18) of type: T2

Bee: 2 strategy: stay landed on plant (7, -3) of type: T1 with reward chance of: 10% at tick time: 1978.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 4
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 flew over but decided not to land on plant (17, -10) of type: T2

Bee: 1 strategy: stay landed on plant (16, -12) of type: T1 with reward chance of: 10% at tick time: 1982.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 finished harvesting plant (7, -3). Moving off plant.

+ Bee: 1 finished harvesting plant (16, -12). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-14, -16) of type: T2

Bee: 1 flew over but decided not to land on plant (17, -10) of type: T2

Bee: 0 flew over but decided not to land on plant (-15, -15) of type: T2

Bee: 1 flew over but decided not to land on plant (15, -10) of type: T1

Bee: 1 strategy: stay landed on plant (14, -9) of type: T1 with reward chance of: 10% at tick time: 1995.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.

~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 0 strategy: stay landed on plant (-15, -15) of type: T2 with reward chance of: 90% at tick time: 1996.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 flew over but decided not to land on plant (1, -4) of type: T2

Bee: 2 flew over but decided not to land on plant (1, -4) of type: T2

Bee: 2 strategy: stay landed on plant (2, -5) of type: T1 with reward chance of: 10% at tick time: 2000.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 4
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 finished harvesting plant (14, -9). Moving off plant.

+ Bee: 0 finished harvesting plant (-15, -15). Moving off plant.

+ Bee: 2 finished harvesting plant (2, -5). Moving off plant.

Bee: 0 strategy: stay landed on plant (-17, -13) of type: T1 with reward chance of: 10% at tick time: 2017.
-- Starting attempt of harvest..
-- Bee: 0 strategy: stay succeeded! Increase nutrition by 1, current nutrition: 9.
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (-17, -13).
-- Bee 0 past flowers: [[-17 -13] [-15 -15] [-19 -20] [-20 -20] [-14 -19] [-10 -14] [-10 -6] [-8 -4] [-11 -4] [-11 -3] [-7 -2] [-8 5] [-7 7] [2 8] [3 6] [6 6] [6 4] [2 -1]]
-- Last 4 success types: [T1 T2 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 2 strategy: stay landed on plant (6, -1) of type: T1 with reward chance of: 10% at tick time: 2019.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 4
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 0 finished harvesting plant (-17, -13). Moving off plant.

+ Bee: 2 finished harvesting plant (6, -1). Moving off plant.

Bee: 1 flew over but decided not to land on plant (16, -6) of type: T2

Bee: 1 flew over but decided not to land on plant (16, -6) of type: T2

Bee: 1 strategy: stay landed on plant (17, -7) of type: T1 with reward chance of: 10% at tick time: 2029.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 0 strategy: stay landed on plant (-18, -12) of type: T1 with reward chance of: 10% at tick time: 2029.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 9
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (-18, -12).
-- Bee 0 past flowers: [[-18 -12] [-17 -13] [-15 -15] [-19 -20] [-20 -20] [-14 -19] [-10 -14] [-10 -6] [-8 -4] [-11 -4] [-11 -3] [-7 -2] [-8 5] [-7 7] [2 8] [3 6] [6 6] [6 4] [2 -1]]
-- Last 4 success types: [T1 T2 T1 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 1 finished harvesting plant (17, -7). Moving off plant.

+ Bee: 0 finished harvesting plant (-18, -12). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-17, -15) of type: T2

Bee: 0 flew over but decided not to land on plant (-17, -15) of type: T2

Bee: 0 strategy: stay landed on plant (-17, -17) of type: T1 with reward chance of: 10% at tick time: 2044.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 9
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 flew over but decided not to land on plant (19, -5) of type: T2

+ Bee: 0 finished harvesting plant (-17, -17). Moving off plant.

Bee: 1 flew over but decided not to land on plant (20, -5) of type: T2

Bee: 1 flew over but decided not to land on plant (19, -5) of type: T2

Bee: 0 strategy: stay landed on plant (-18, -18) of type: T2 with reward chance of: 90% at tick time: 2054.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 10
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 0 returning to hive with 10 nutrients.

Bee: 1 strategy: stay landed on plant (18, -4) of type: T1 with reward chance of: 10% at tick time: 2054.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 flew over but decided not to land on plant (7, -2) of type: T2

Bee: 2 strategy: stay landed on plant (6, -4) of type: T1 with reward chance of: 10% at tick time: 2059.
-- Starting attempt of harvest..
-- Bee: 2 strategy: stay succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (6, -4).
-- Bee 2 past flowers: [[6 -4] [6 -1] [2 -5] [7 -3] [10 1] [6 2] [8 2] [6 6] [12 7] [7 11] [4 12] [5 12] [6 9] [3 6] [6 4] [5 5] [3 4] [3 8] [3 3] [1 1]]
-- Last 4 success types: [T1 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-9, -11). Moving off plant.

+ Bee: 1 finished harvesting plant (18, -4). Moving off plant.

Bee: 1 flew over but decided not to land on plant (16, -2) of type: T2

Bee: 0 flew over but decided not to land on plant (-5, -8) of type: T2

Bee: 0 flew over but decided not to land on plant (-4, -4) of type: T2

+ Bee: 2 finished harvesting plant (6, -4). Moving off plant.

++ Bee: 0 transferred 10 nutrients to hive. Current hive total now: 112
-- Clearing Bee: 0 past flowers. Setting off to new bout...

Bee: 0 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 1 flew over but decided not to land on plant (13, 1) of type: T2

Bee: 1 strategy: stay landed on plant (11, 1) of type: T1 with reward chance of: 10% at tick time: 2070.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 strategy: stay landed on plant (6, -7) of type: T1 with reward chance of: 10% at tick time: 2074.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (6, -7).
-- Bee 2 past flowers: [[6 -7] [6 -4] [6 -1] [2 -5] [7 -3] [10 1] [6 2] [8 2] [6 6] [12 7] [7 11] [4 12] [5 12] [6 9] [3 6] [6 4] [5 5] [3 4] [3 8] [3 3] [1 1]]

-- Last 4 success types: [T1 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 1 finished harvesting plant (11, 1). Moving off plant.

Bee: 0 flew over but decided not to land on plant (4, 4) of type: T2

+ Bee: 2 finished harvesting plant (6, -7). Moving off plant.

Bee: 0 strategy: stay landed on plant (6, 2) of type: T1 with reward chance of: 10% at tick time: 2082.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 0
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 flew over but decided not to land on plant (8, -4) of type: T2

+ Bee: 0 finished harvesting plant (6, 2). Moving off plant.

Bee: 1 flew over but decided not to land on plant (13, 1) of type: T2

Bee: 1 strategy: stay landed on plant (13, 1) of type: T2 with reward chance of: 90% at tick time: 2090.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 9
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 finished harvesting plant (13, 1). Moving off plant.

Bee: 2 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 1 flew over but decided not to land on plant (13, 4) of type: T2

Bee: 1 flew over but decided not to land on plant (14, 5) of type: T2

Bee: 1 strategy: stay landed on plant (16, 6) of type: T1 with reward chance of: 10% at tick time: 2101.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 9
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 finished harvesting plant (16, 6). Moving off plant.

Bee: 1 flew over but decided not to land on plant (16, 3) of type: T2

Bee: 2 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 2 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 1 strategy: stay landed on plant (14, -2) of type: T2 with reward chance of: 90% at tick time: 2125.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 10
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 returning to hive with 10 nutrients.

Bee: 1 flew over but decided not to land on plant (7, -2) of type: T2

++ Bee: 1 transferred 10 nutrients to hive. Current hive total now: 122
-- Clearing Bee: 1 past flowers. Setting off to new bout...

Bee: 1 strategy: stay landed on plant (-1, -1) of type: T1 with reward chance of: 10% at tick time: 2132.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 0
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 finished harvesting plant (-1, -1). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-3, -1) of type: T2

Bee: 1 flew over but decided not to land on plant (-4, -4) of type: T2

Bee: 1 flew over but decided not to land on plant (-3, -6) of type: T2

Bee: 1 flew over but decided not to land on plant (-3, -6) of type: T2

Bee: 0 strategy: stay landed on plant (6, 6) of type: T1 with reward chance of: 10% at tick time: 2148.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 0
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 strategy: stay landed on plant (-4, -4) of type: T2 with reward chance of: 90% at tick time: 2149.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 0
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (-4, -4).
-- Bee 1 past flowers: [[-4 -4] [-1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T1 T1 T1]

+ Bee: 0 finished harvesting plant (6, 6). Moving off plant.

+ Bee: 1 finished harvesting plant (-4, -4). Moving off plant.

Bee: 2 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 0 flew over but decided not to land on plant (10, 9) of type: T2

Bee: 1 flew over but decided not to land on plant (-3, -2) of type: T2

Bee: 0 flew over but decided not to land on plant (10, 9) of type: T2

Bee: 0 flew over but decided not to land on plant (10, 9) of type: T2

Bee: 1 flew over but decided not to land on plant (-2, -4) of type: T2

Bee: 0 strategy: stay landed on plant (7, 11) of type: T2 with reward chance of: 90% at tick time: 2177.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 1
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 strategy: stay landed on plant (-2, -5) of type: T1 with reward chance of: 10% at tick time: 2177.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (-2, -5).
-- Bee 1 past flowers: [[-2 -5] [-4 -4] [-1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2 T1 T1]

+ Bee: 1 finished harvesting plant (-2, -5). Moving off plant.

+ Bee: 0 finished harvesting plant (7, 11). Moving off plant.

Bee: 2 flew over but decided not to land on plant (11, 1) of type: T1

Bee: 1 flew over but decided not to land on plant (1, -4) of type: T2

Bee: 2 strategy: stay landed on plant (11, 1) of type: T1 with reward chance of: 10% at tick time: 2188.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 5
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 flew over but decided not to land on plant (1, -5) of type: T2

Bee: 0 flew over but decided not to land on plant (10, 12) of type: T2

+ Bee: 2 finished harvesting plant (11, 1). Moving off plant.

Bee: 1 flew over but decided not to land on plant (1, -4) of type: T2

Bee: 1 flew over but decided not to land on plant (4, -1) of type: T2

Bee: 1 strategy: stay landed on plant (2, -1) of type: T1 with reward chance of: 10% at tick time: 2209.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 0
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 flew over but decided not to land on plant (13, 1) of type: T2

Bee: 0 strategy: stay landed on plant (5, 12) of type: T1 with reward chance of: 10% at tick time: 2214.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 1
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 flew over but decided not to land on plant (16, 3) of type: T2

+ Bee: 1 finished harvesting plant (2, -1). Moving off plant.

+ Bee: 0 finished harvesting plant (5, 12). Moving off plant.

Bee: 0 flew over but decided not to land on plant (5, 11) of type: T2

Bee: 0 flew over but decided not to land on plant (5, 11) of type: T2

Bee: 2 flew over but decided not to land on plant (18, 2) of type: T2

Bee: 2 flew over but decided not to land on plant (18, 2) of type: T2

Bee: 2 flew over but decided not to land on plant (18, 2) of type: T2

Bee: 2 strategy: stay landed on plant (20, 2) of type: T2 with reward chance of: 90% at tick time: 2228.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 6
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 0 flew over but decided not to land on plant (4, 15) of type: T1

Bee: 0 strategy: stay landed on plant (4, 15) of type: T1 with reward chance of: 10% at tick time: 2229.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 1
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 strategy: stay landed on plant (-3, -2) of type: T2 with reward chance of: 90% at tick time: 2234.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 1
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 finished harvesting plant (20, 2). Moving off plant.

+ Bee: 0 finished harvesting plant (4, 15). Moving off plant.

+ Bee: 1 finished harvesting plant (-3, -2). Moving off plant.

Bee: 0 flew over but decided not to land on plant (3, 15) of type: T1

Bee: 0 strategy: stay landed on plant (5, 16) of type: T1 with reward chance of: 10% at tick time: 2242.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 1
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 flew over but decided not to land on plant (19, 1) of type: T2

Bee: 2 strategy: stay landed on plant (18, 1) of type: T2 with reward chance of: 90% at tick time: 2245.
-- Starting attempt of harvest..

-- Bee: 2 failed! No change in current nutrition, still: 6
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (18, 1).
-- Bee 2 past flowers: [[18 1] [20 2] [11 1] [6 -7] [6 -4] [6 -1] [2 -5] [7 -3] [10 1] [6 2] [8 2] [6 6] [12 7] [7 11] [4 12] [5 12] [6 9] [3 6] [6 4] [5 5] [3 4] [3 8] [3 3] [1 1]]
-- Last 4 success types: [T2 T1 T2 T2] Last 4 failure types: [T2 T1 T1 T1]

Bee: 1 strategy: stay landed on plant (-5, -3) of type: T2 with reward chance of: 90% at tick time: 2247.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 2
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 0 finished harvesting plant (5, 16). Moving off plant.

+ Bee: 2 finished harvesting plant (18, 1). Moving off plant.

Bee: 0 strategy: stay landed on plant (3, 15) of type: T1 with reward chance of: 10% at tick time: 2253.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 1
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 finished harvesting plant (-5, -3). Moving off plant.

Bee: 2 flew over but decided not to land on plant (19, 1) of type: T2

Bee: 1 strategy: stay landed on plant (-8, -2) of type: T2 with reward chance of: 90% at tick time: 2255.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 3
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 0 finished harvesting plant (3, 15). Moving off plant.

+ Bee: 1 finished harvesting plant (-8, -2). Moving off plant.

Bee: 0 flew over but decided not to land on plant (1, 12) of type: T2

Bee: 2 strategy: stay landed on plant (19, 7) of type: T1 with reward chance of: 10% at tick time: 2266.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 6
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (19, 7).
-- Bee 2 past flowers: [[19 7] [18 1] [20 2] [11 1] [6 -7] [6 -4] [6 -1] [2 -5] [7 -3] [10 1] [6 2] [8 2] [6 6] [12 7] [7 11] [4 12] [5 12] [6 9] [3 6] [6 4] [5 5] [3 4] [3 8] [3 3] [1 1]]
-- Last 4 success types: [T2 T1 T2 T2] Last 4 failure types: [T1 T2 T1 T1]

Bee: 1 flew over but decided not to land on plant (-9, -2) of type: T2

Bee: 0 flew over but decided not to land on plant (1, 12) of type: T2

+ Bee: 2 finished harvesting plant (19, 7). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-1, 11) of type: T1

Bee: 1 strategy: stay landed on plant (-4, 1) of type: T1 with reward chance of: 10% at tick time: 2274.
-- Starting attempt of harvest..
-- Bee: 1 strategy: stay succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (-4, 1).
-- Bee 1 past flowers: [[-4 1] [-8 -2] [-5 -3] [-3 -2] [2 -1] [-2 -5] [-4 -4] [-1 -1]]
-- Last 4 success types: [T1 T2 T2 T2] Last 4 failure types: [T1 T1 T2 T1]

Bee: 0 strategy: stay landed on plant (-1, 11) of type: T1 with reward chance of: 10% at tick time: 2275.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 1
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 finished harvesting plant (-4, 1). Moving off plant.

+ Bee: 0 finished harvesting plant (-1, 11). Moving off plant.

Bee: 0 flew over but decided not to land on plant (1, 12) of type: T2

Bee: 1 strategy: stay landed on plant (-7, -2) of type: T1 with reward chance of: 10% at tick time: 2291.
-- Starting attempt of harvest..
-- Bee: 1 strategy: stay succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T1 by 1%, now t1pref: 72%, decrease preference for T2 by 1%, now t2pref: 18%.
-- Adding to bee's past flowers: (-7, -2).
-- Bee 1 past flowers: [[-7 -2] [-4 1] [-8 -2] [-5 -3] [-3 -2] [2 -1] [-2 -5] [-4 -4] [-1 -1]]
-- Last 4 success types: [T1 T1 T2 T2] Last 4 failure types: [T1 T1 T2 T1]

+ Bee: 1 finished harvesting plant (-7, -2). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-8, -4) of type: T2

Bee: 0 strategy: stay landed on plant (2, 12) of type: T2 with reward chance of: 90% at tick time: 2307.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 2
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 flew over but decided not to land on plant (-7, -7) of type: T2

Bee: 1 flew over but decided not to land on plant (-6, -7) of type: T2

Bee: 1 strategy: stay landed on plant (-6, -6) of type: T2 with reward chance of: 90% at tick time: 2312.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T2 by 1%, now t2pref: 19%, decrease preference for T1 by 1%, now t1pref: 71%.
-- Adding to bee's past flowers: (-6, -6).
-- Bee 1 past flowers: [[-6 -6] [-7 -2] [-4 1] [-8 -2] [-5 -3] [-3 -2] [2 -1] [-2 -5] [-4 -4] [-1 -1]]
-- Last 4 success types: [T2 T1 T1 T2] Last 4 failure types: [T1 T1 T2 T1]

+ Bee: 0 finished harvesting plant (2, 12). Moving off plant.

Bee: 2 strategy: stay landed on plant (17, 6) of type: T1 with reward chance of: 10% at tick time: 2313.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 6
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 finished harvesting plant (-6, -6). Moving off plant.

+ Bee: 2 finished harvesting plant (17, 6). Moving off plant.

Bee: 2 strategy: stay landed on plant (16, 6) of type: T1 with reward chance of: 10% at tick time: 2320.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 6
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 flew over but decided not to land on plant (-7, -7) of type: T2

Bee: 1 flew over but decided not to land on plant (-10, -7) of type: T2

+ Bee: 2 finished harvesting plant (16, 6). Moving off plant.

Bee: 0 strategy: stay landed on plant (4, 12) of type: T2 with reward chance of: 90% at tick time: 2327.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 3
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 flew over but decided not to land on plant (17, 7) of type: T2

Bee: 2 flew over but decided not to land on plant (17, 7) of type: T2

+ Bee: 0 finished harvesting plant (4, 12). Moving off plant.

Bee: 0 strategy: stay landed on plant (4, 13) of type: T1 with reward chance of: 10% at tick time: 2334.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 3
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 strategy: stay landed on plant (-11, -4) of type: T1 with reward chance of: 10% at tick time: 2335.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 6
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (-11, -4).
-- Bee 1 past flowers: [[-11 -4] [-6 -6] [-7 -2] [-4 1] [-8 -2] [-5 -3] [-3 -2] [2 -1] [-2 -5] [-4 -4] [-1 -1]]
-- Last 4 success types: [T2 T1 T1 T2] Last 4 failure types: [T1 T1 T1 T2]

Bee: 2 flew over but decided not to land on plant (17, 7) of type: T2

+ Bee: 0 finished harvesting plant (4, 13). Moving off plant.

+ Bee: 1 finished harvesting plant (-11, -4). Moving off plant.

Bee: 0 flew over but decided not to land on plant (1, 12) of type: T2

Bee: 2 strategy: stay landed on plant (18, 3) of type: T2 with reward chance of: 90% at tick time: 2348.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 7
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 strategy: stay landed on plant (-14, -2) of type: T2 with reward chance of: 90% at tick time: 2351.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 7
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 0 strategy: stay landed on plant (-1, 14) of type: T1 with reward chance of: 10% at tick time: 2353.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 3
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 finished harvesting plant (18, 3). Moving off plant.

Bee: 2 flew over but decided not to land on plant (18, 2) of type: T2

+ Bee: 1 finished harvesting plant (-14, -2). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-15, -2) of type: T1

+ Bee: 0 finished harvesting plant (-1, 14). Moving off plant.

Bee: 1 strategy: stay landed on plant (-16, -1) of type: T1 with reward chance of: 10% at tick time: 2359.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 7
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 flew over but decided not to land on plant (20, 5) of type: T2

Bee: 0 flew over but decided not to land on plant (-1, 16) of type: T2

Bee: 0 strategy: stay landed on plant (-2, 15) of type: T2 with reward chance of: 90% at tick time: 2365.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 3
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (-2, 15).
-- Bee 0 past flowers: [[-2 15] [-1 14] [4 13] [4 12] [2 12] [-1 11] [3 15] [5 16] [4 15] [5 12] [7 11] [6 6] [6 2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T1 T1 T1]

+ Bee: 1 finished harvesting plant (-16, -1). Moving off plant.

Bee: 2 flew over but decided not to land on plant (20, 5) of type: T2

+ Bee: 0 finished harvesting plant (-2, 15). Moving off plant.

Bee: 0 strategy: stay landed on plant (-2, 14) of type: T1 with reward chance of: 10% at tick time: 2372.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 3
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (-2, 14).
-- Bee 0 past flowers: [[-2 14] [-2 15] [-1 14] [4 13] [4 12] [2 12] [-1 11] [3 15] [5 16] [4 15] [5 12] [7 11] [6 6] [6 2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2 T1 T1]

+ Bee: 0 finished harvesting plant (-2, 14). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-19, 3) of type: T2

Bee: 2 flew over but decided not to land on plant (13, 1) of type: T2

Bee: 1 strategy: stay landed on plant (-19, 3) of type: T2 with reward chance of: 90% at tick time: 2394.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 finished harvesting plant (-19, 3). Moving off plant.

Bee: 0 flew over but decided not to land on plant (1, 12) of type: T2

Bee: 0 flew over but decided not to land on plant (1, 12) of type: T2

Bee: 1 strategy: stay landed on plant (-20, 1) of type: T1 with reward chance of: 10% at tick time: 2402.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 flew over but decided not to land on plant (13, 1) of type: T2

Bee: 0 strategy: stay landed on plant (2, 16) of type: T1 with reward chance of: 10% at tick time: 2404.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 3
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 flew over but decided not to land on plant (13, 1) of type: T2

+ Bee: 1 finished harvesting plant (-20, 1). Moving off plant.

+ Bee: 0 finished harvesting plant (2, 16). Moving off plant.

Bee: 0 flew over but decided not to land on plant (1, 18) of type: T2

Bee: 0 flew over but decided not to land on plant (2, 18) of type: T1

Bee: 0 flew over but decided not to land on plant (3, 20) of type: T2

Bee: 0 flew over but decided not to land on plant (2, 20) of type: T1

Bee: 1 flew over but decided not to land on plant (-18, 4) of type: T1

Bee: 2 strategy: stay landed on plant (11, -6) of type: T1 with reward chance of: 10% at tick time: 2430.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 7
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 strategy: stay landed on plant (-18, 4) of type: T1 with reward chance of: 10% at tick time: 2430.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 0 flew over but decided not to land on plant (-1, 19) of type: T1

Bee: 0 strategy: stay landed on plant (-2, 19) of type: T2 with reward chance of: 90% at tick time: 2435.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 4
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 finished harvesting plant (11, -6). Moving off plant.

+ Bee: 1 finished harvesting plant (-18, 4). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-20, 5) of type: T2

+ Bee: 0 finished harvesting plant (-2, 19). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-3, 20) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, 20) of type: T2

Bee: 1 flew over but decided not to land on plant (-18, 6) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, 20) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, 19) of type: T2

Bee: 2 strategy: stay landed on plant (10, -5) of type: T1 with reward chance of: 10% at tick time: 2445.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 7
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 flew over but decided not to land on plant (-18, 9) of type: T2

Bee: 1 strategy: stay landed on plant (-19, 11) of type: T2 with reward chance of: 90% at tick time: 2447.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 9
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 0 strategy: stay landed on plant (-4, 19) of type: T2 with reward chance of: 90% at tick time: 2449.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 5
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 finished harvesting plant (10, -5). Moving off plant.

+ Bee: 1 finished harvesting plant (-19, 11). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-20, 11) of type: T2

+ Bee: 0 finished harvesting plant (-4, 19). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-3, 20) of type: T2

Bee: 2 flew over but decided not to land on plant (8, -4) of type: T2

Bee: 1 flew over but decided not to land on plant (-20, 11) of type: T2

Bee: 0 strategy: stay landed on plant (-3, 19) of type: T2 with reward chance of: 90% at tick time: 2459.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 6
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 strategy: stay landed on plant (-18, 10) of type: T1 with reward chance of: 10% at tick time: 2460.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 9
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 0 finished harvesting plant (-3, 19). Moving off plant.

+ Bee: 1 finished harvesting plant (-18, 10). Moving off plant.

Bee: 2 flew over but decided not to land on plant (9, -6) of type: T1

Bee: 0 strategy: stay landed on plant (-1, 19) of type: T1 with reward chance of: 10% at tick time: 2469.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 6
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 1 flew over but decided not to land on plant (-15, 11) of type: T2

Bee: 1 strategy: stay landed on plant (-15, 11) of type: T2 with reward chance of: 90% at tick time: 2472.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 10
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 returning to hive with 10 nutrients.

Bee: 1 flew over but decided not to land on plant (-13, 11) of type: T1

+ Bee: 0 finished harvesting plant (-1, 19). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-10, 7) of type: T2

++ Bee: 1 transferred 10 nutrients to hive. Current hive total now: 132
-- Clearing Bee: 1 past flowers. Setting off to new bout...

Bee: 1 strategy: stay landed on plant (-1, -1) of type: T1 with reward chance of: 10% at tick time: 2481.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 0
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 strategy: stay landed on plant (8, -9) of type: T1 with reward chance of: 10% at tick time: 2483.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 7
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 finished harvesting plant (-1, -1). Moving off plant.

+ Bee: 2 finished harvesting plant (8, -9). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-1, 1) of type: T2

Bee: 0 strategy: stay landed on plant (2, 20) of type: T1 with reward chance of: 10% at tick time: 2494.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 6
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 flew over but decided not to land on plant (6, -9) of type: T2

Bee: 1 strategy: stay landed on plant (-3, 4) of type: T1 with reward chance of: 10% at tick time: 2498.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 0
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 0 finished harvesting plant (2, 20). Moving off plant.

+ Bee: 1 finished harvesting plant (-3, 4). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-4, 5) of type: T2

Bee: 1 flew over but decided not to land on plant (-4, 5) of type: T2

Bee: 0 flew over but decided not to land on plant (1, 18) of type: T2

Bee: 0 flew over but decided not to land on plant (-1, 18) of type: T1

Bee: 1 flew over but decided not to land on plant (-5, 6) of type: T1

Bee: 0 strategy: stay landed on plant (-4, 20) of type: T2 with reward chance of: 90% at tick time: 2511.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 6
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (-4, 20).
-- Bee 0 past flowers: [[-4 20] [2 20] [-1 19] [-3 19] [-4 19] [-2 19] [2 16] [-2 14] [-2 15] [-1 14] [4 13] [4 12] [2 12] [-1 11] [3 15] [5 16] [4 15] [5 12] [7 11] [6 6] [6 2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T1 T1 T1]

Bee: 1 flew over but decided not to land on plant (-6, 7) of type: T1

Bee: 1 flew over but decided not to land on plant (-4, 5) of type: T2

+ Bee: 0 finished harvesting plant (-4, 20). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-4, 5) of type: T2

Bee: 0 flew over but decided not to land on plant (-5, 20) of type: T1

Bee: 1 flew over but decided not to land on plant (-4, 5) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, 20) of type: T2

Bee: 0 flew over but decided not to land on plant (-3, 20) of type: T2

Bee: 2 flew over but decided not to land on plant (8, -4) of type: T2

Bee: 0 flew over but decided not to land on plant (-2, 20) of type: T2

Bee: 2 flew over but decided not to land on plant (8, -4) of type: T2

Bee: 0 strategy: stay landed on plant (-3, 20) of type: T2 with reward chance of: 90% at tick time: 2528.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (-3, 20).
-- Bee 0 past flowers: [[-3 20] [-4 20] [2 20] [-1 19] [-3 19] [-4 19] [-2 19] [2 16] [-2 14] [-2 15] [-1 14] [4 13] [4 12] [2 12] [-1 11] [3 15] [5 16] [4 15] [5 12] [7 11] [6 6] [6 2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T1 T1 T1]

Bee: 2 flew over but decided not to land on plant (8, -4) of type: T2

+ Bee: 0 finished harvesting plant (-3, 20). Moving off plant.

Bee: 1 flew over but decided not to land on plant (3, 6) of type: T2

Bee: 0 strategy: stay landed on plant (-5, 20) of type: T1 with reward chance of: 10% at tick time: 2538.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 7
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 flew over but decided not to land on plant (9, -8) of type: T2

Bee: 2 strategy: stay landed on plant (9, -8) of type: T2 with reward chance of: 90% at tick time: 2542.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 0 finished harvesting plant (-5, 20). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-6, 19) of type: T1

Bee: 0 flew over but decided not to land on plant (-6, 19) of type: T1

+ Bee: 2 finished harvesting plant (9, -8). Moving off plant.

Bee: 0 strategy: stay landed on plant (-6, 20) of type: T1 with reward chance of: 10% at tick time: 2548.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 7
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 0 finished harvesting plant (-6, 20). Moving off plant.

Bee: 2 flew over but decided not to land on plant (9, -11) of type: T1

Bee: 2 strategy: stay landed on plant (12, -13) of type: T1 with reward chance of: 10% at tick time: 2560.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 finished harvesting plant (12, -13). Moving off plant.

Bee: 2 strategy: stay landed on plant (12, -14) of type: T1 with reward chance of: 10% at tick time: 2567.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 0 strategy: stay landed on plant (-2, 20) of type: T2 with reward chance of: 90% at tick time: 2568.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 finished harvesting plant (12, -14). Moving off plant.

+ Bee: 0 finished harvesting plant (-2, 20). Moving off plant.

Bee: 0 strategy: stay landed on plant (-1, 18) of type: T1 with reward chance of: 10% at tick time: 2576.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 0 finished harvesting plant (-1, 18). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-1, 16) of type: T2

Bee: 2 strategy: stay landed on plant (9, -13) of type: T2 with reward chance of: 90% at tick time: 2584.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 8
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (9, -13).
-- Bee 2 past flowers: [[9 -13] [12 -14] [12 -13] [9 -8] [8 -9] [10 -5] [11 -6] [18 3] [16 6] [17 6] [19 7] [18 1] [20 2] [11 1] [6 -7] [6 -4] [6 -1] [2 -5] [7 -3] [10 1] [6 2] [8 2] [6 6] [12 7] [7 11] [4 12] [5 12] [6 9] [3 6] [6 4] [5 5] [3 4] [3 8] [3 3] [1 1]]
-- Last 4 success types: [T2 T2 T2 T1] Last 4 failure types: [T2 T1 T1 T1]

Bee: 0 flew over but decided not to land on plant (-1, 16) of type: T2

Bee: 0 strategy: stay landed on plant (1, 18) of type: T2 with reward chance of: 90% at tick time: 2590.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 9
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 2 finished harvesting plant (9, -13). Moving off plant.

+ Bee: 0 finished harvesting plant (1, 18). Moving off plant.

Bee: 1 strategy: stay landed on plant (-5, 3) of type: T1 with reward chance of: 10% at tick time: 2598.
-- Starting attempt of harvest..

-- Bee: 1 failed! No change in current nutrition, still: 0
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 1 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 strategy: stay landed on plant (9, -16) of type: T1 with reward chance of: 10% at tick time: 2598.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 8
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (9, -16).
-- Bee 2 past flowers: [[9 -16] [9 -13] [12 -14] [12 -13] [9 -8] [8 -9] [10 -5] [11 -6] [18 3] [16 6] [17 6] [19 7] [18 1] [20 2] [11 1] [6 -7] [6 -4] [6 -1] [2 -5] [7 -3] [10 1] [6 2] [8 2] [6 6] [12 7] [7 11] [4 12] [5 12] [6 9] [3 6] [6 4] [5 5] [3 4] [3 8] [3 3] [1 1]]
-- Last 4 success types: [T2 T2 T2 T1] Last 4 failure types: [T1 T2 T1 T1]

Bee: 0 strategy: stay landed on plant (2, 18) of type: T1 with reward chance of: 10% at tick time: 2600.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 9
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 1 finished harvesting plant (-5, 3). Moving off plant.

+ Bee: 2 finished harvesting plant (9, -16). Moving off plant.

Bee: 2 strategy: stay landed on plant (7, -19) of type: T1 with reward chance of: 10% at tick time: 2606.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 8
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 0 finished harvesting plant (2, 18). Moving off plant.

Bee: 1 strategy: stay landed on plant (-4, 1) of type: T1 with reward chance of: 10% at tick time: 2608.
-- Starting attempt of harvest..
-- Bee: 1 strategy: stay succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (-4, 1).
-- Bee 1 past flowers: [[-4 1] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T1 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 finished harvesting plant (7, -19). Moving off plant.

Bee: 0 strategy: stay landed on plant (6, 20) of type: T1 with reward chance of: 10% at tick time: 2613.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 9
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 2 flew over but decided not to land on plant (6, -19) of type: T1

+ Bee: 1 finished harvesting plant (-4, 1). Moving off plant.

Bee: 2 flew over but decided not to land on plant (5, -17) of type: T2

+ Bee: 0 finished harvesting plant (6, 20). Moving off plant.

Bee: 2 flew over but decided not to land on plant (7, -18) of type: T1

Bee: 2 strategy: stay landed on plant (9, -18) of type: T2 with reward chance of: 90% at tick time: 2621.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 9
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

Bee: 0 flew over but decided not to land on plant (5, 18) of type: T2

Bee: 0 strategy: stay landed on plant (5, 18) of type: T2 with reward chance of: 90% at tick time: 2624.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 10
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 0 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

+ Bee: 0 returning to hive with 10 nutrients.

Bee: 1 flew over but decided not to land on plant (-6, 3) of type: T2

+ Bee: 2 finished harvesting plant (9, -18). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-7, 3) of type: T2

Bee: 1 flew over but decided not to land on plant (-6, 3) of type: T2

Bee: 2 strategy: stay landed on plant (8, -16) of type: T2 with reward chance of: 90% at tick time: 2632.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 9
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (8, -16).
-- Bee 2 past flowers: [[8 -16] [9 -18] [7 -19] [9 -16] [9 -13] [12 -14] [12 -13] [9 -8] [8 -9] [10 -5] [11 -6] [18 3] [16 6] [17 6] [19 7] [18 1] [20 2] [11 1] [6 -7] [6 -4] [6 -1] [2 -5] [7 -3] [10 1] [6 2] [8 2] [6 6] [12 7] [7 11] [4 12] [5 12] [6 9] [3 6] [6 4] [5 5] [3 4] [3 8] [3 3] [1 1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T1 T1 T2]

+ Bee: 0 finished harvesting plant (1, 1). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-4, 5) of type: T2

++ Bee: 0 transferred 10 nutrients to hive. Current hive total now: 142
-- Clearing Bee: 0 past flowers. Setting off to new bout...

Bee: 1 flew over but decided not to land on plant (-4, 5) of type: T2

Bee: 1 strategy: stay landed on plant (-4, 5) of type: T2 with reward chance of: 90% at tick time: 2637.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (-4, 5).
-- Bee 1 past flowers: [[-4 5] [-4 1] [-5 3] [-3 4] [-1 -1]]
-- Last 4 success types: [T2 T1 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 finished harvesting plant (8, -16). Moving off plant.

+ Bee: 1 finished harvesting plant (-4, 5). Moving off plant.

Bee: 0 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 0 flew over but decided not to land on plant (3, 3) of type: T1

Bee: 2 strategy: stay landed on plant (7, -18) of type: T1 with reward chance of: 10% at tick time: 2647.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 9
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (7, -18).
-- Bee 2 past flowers: [[7 -18] [8 -16] [9 -18] [7 -19] [9 -16] [9 -13] [12 -14] [12 -13] [9 -8] [8 -9] [10 -5] [11 -6] [18 3] [16 6] [17 6] [19 7] [18 1] [20 2] [11 1] [6 -7] [6 -4] [6 -1] [2 -5] [7 -3] [10 1] [6 2] [8 2] [6 6] [12 7] [7 11] [4 12] [5 12] [6 9] [3 6] [6 4] [5 5] [3 4] [3 8] [3 3] [1 1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2 T1 T1]

Bee: 0 strategy: stay landed on plant (3, 4) of type: T1 with reward chance of: 10% at tick time: 2647.
-- Starting attempt of harvest..
-- Bee: 0 strategy: stay succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (3, 4).
-- Bee 0 past flowers: [[3 4]]
-- Last 4 success types: [T1 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (3, 4). Moving off plant.

+ Bee: 2 finished harvesting plant (7, -18). Moving off plant.

Bee: 2 strategy: stay landed on plant (8, -20) of type: T1 with reward chance of: 10% at tick time: 2656.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 9
-- T1 preference: 70% T2 preference: 20%.
~~ Bee: 2 is on strategy: Stay. Hard wired not to drop below 70%. Not changing preference...

7.3.Switch strategy acceptence test results

Starting new model...
Plant (pxcor, pycor): (12, -4) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, -8) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (7, 8) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, -7) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, -19) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (7, 18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 6) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, 18) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, 3) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, 18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (11, 17) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (1, -5) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, -3) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, 12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-11, 6) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, -7) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, 12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, 8) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, -3) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, -20) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, 10) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, 16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, -1) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, 6) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, -11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, 10) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, -12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, 19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-14, -19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 17) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, 16) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, 19) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, 11) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, -9) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, 17) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, -18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, 9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, 8) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, -14) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (12, 17) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, 17) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, 12) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, 3) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, 12) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, 6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-16, 6) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, -15) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, 11) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, -14) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, 14) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, 12) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-11, -8) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, 5) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, 10) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, -7) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, 15) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, 7) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, -9) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, 8) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, -15) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-8, 9) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-14, -12) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (14, 20) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, 8) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 2) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-16, 12) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, -4) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, -11) is type: T1 and has: 4 flowers with reward chance of: 90%.

Plant (pxcor, pycor): (-18, 2) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, 15) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, 5) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (7, -11) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, -4) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (14, -19) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, -13) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, 16) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, 9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, 16) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -12) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, -20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, -7) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-4, -16) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, -17) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, 7) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, -10) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, 19) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 8) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, 1) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, -12) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, 10) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, -8) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (12, 14) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, 15) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, -5) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, -12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, -18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, 3) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, -16) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, -7) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, 20) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, -19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, -1) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, 18) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, 8) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (5, 15) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, -13) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, -6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, -15) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, 14) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-14, -7) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, -10) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, 1) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, -18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, 2) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, 14) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, 11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, 2) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (4, 12) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, 15) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, 17) is type: T1 and has: 5 flowers with reward chance of: 90%.
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Plant (pxcor, pycor): (3, -20) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, 10) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, 11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, -11) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, 5) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, -13) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, 16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, 9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, -6) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, 3) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, -6) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, 7) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, 8) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, -15) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, -16) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, -14) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (4, -7) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, 14) is type: T1 and has: 5 flowers with reward chance of: 90%.

Plant (pxcor, pycor): (12, 19) is type: T1 and has: 4 flowers with reward chance of: 90%.
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Plant (pxcor, pycor): (14, 7) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, -12) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, -5) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, -13) is type: T2 and has: 3 flowers with reward chance of: 10%.
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Plant (pxcor, pycor): (15, 9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, 13) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, -10) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, -15) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, -13) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-12, -1) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, 16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (7, -4) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, 3) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, -7) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, -6) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, 5) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, -14) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, 3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, -8) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (11, 16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-11, -20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, 13) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, -17) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, -9) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (15, -6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (17, -20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, -2) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (1, 1) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (11, 20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, 20) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, -13) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (7, 13) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, 13) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, -2) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, 18) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-4, -18) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, 7) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (4, 14) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, -20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, 1) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-14, -4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, 18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, 19) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, -18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (11, -15) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, 8) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, 7) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, -13) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, 14) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-11, 19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (12, 10) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, 4) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, 8) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, -1) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, 18) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, 15) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, 18) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, -10) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-16, -10) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (11, -4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, 15) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, -18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, -19) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, 17) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-12, 13) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-12, 9) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (5, 14) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, 14) is type: T2 and has: 5 flowers with reward chance of: 10%.

Plant (pxcor, pycor): (-2, 14) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, -15) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, 10) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, -4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, 10) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, 16) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, -9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, 18) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (7, 19) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, -20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -16) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (14, 11) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, -12) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, 12) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, -15) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, -16) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, -3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, 4) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 9) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, -10) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-16, -10) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, 18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, -18) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, 14) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, 13) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, -3) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, 16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, -11) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-12, 6) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, -2) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-11, 6) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (14, -15) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, 18) is type: T1 and has: 5 flowers with reward chance of: 90%.
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Plant (pxcor, pycor): (20, -5) is type: T1 and has: 3 flowers with reward chance of: 90%.
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Plant (pxcor, pycor): (8, -5) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, -11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-11, 7) is type: T2 and has: 3 flowers with reward chance of: 10%.
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Plant (pxcor, pycor): (-4, -9) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, 15) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, 18) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, -17) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (17, 4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, -15) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, 20) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, 16) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, -4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, 9) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (5, -5) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, 12) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, -6) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, -16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, 12) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -6) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, -7) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, -11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, -14) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, 10) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, -6) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, -9) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, 12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, -19) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, -8) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, -2) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, 10) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, 9) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, 5) is type: T2 and has: 5 flowers with reward chance of: 10%.

Plant (pxcor, pycor): (7, -6) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, 20) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, 17) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, 7) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, -19) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, -9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, -16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, -2) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, -7) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, -8) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-11, 20) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, -9) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (14, -14) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, 18) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, -13) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, 17) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (10, 17) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-16, 20) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, 20) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (7, -16) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, -14) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, 18) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, 16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, 2) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (4, 20) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, 12) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, 16) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, -12) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, 9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, -2) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, 11) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, 9) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, 1) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (15, -5) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, -2) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, -5) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, -18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-12, -15) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, 20) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, -20) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (5, -7) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, 9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, -7) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, -12) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, 3) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, 4) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, -3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, 9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, 9) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, 13) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, -7) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, 10) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 11) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, 6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, -15) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, -7) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, -19) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, 1) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, -18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, -17) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, 7) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, 7) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, -2) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (14, 1) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, -9) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, 9) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, 14) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, 20) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, -9) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, 11) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, -16) is type: T1 and has: 3 flowers with reward chance of: 90%.

Plant (pxcor, pycor): (-19, -9) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, 4) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, 6) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-6, -1) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, -8) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, -13) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, -3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, -4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, 11) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, -4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, 3) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, 3) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, -3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, -7) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, 10) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, -1) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, -15) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-11, -16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (11, -4) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, -9) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, 13) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, 5) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, 2) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, 1) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (11, -15) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, 17) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, -2) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, -5) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, -10) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (5, -13) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, -1) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, -16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, 4) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, 5) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, -12) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, -12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-8, -16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, 19) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, 3) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, -20) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, -11) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (5, -18) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (12, 2) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, -9) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, 17) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, 9) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, -18) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, 10) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-11, 1) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, -7) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, -17) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, 1) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, 11) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, 18) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, -1) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, 3) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, -10) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, 10) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (2, 6) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, 18) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, -1) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, -18) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, 7) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, 16) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, -6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, -6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, -19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, -16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (1, -2) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, 19) is type: T1 and has: 4 flowers with reward chance of: 90%.

Plant (pxcor, pycor): (4, 2) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, -17) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, -7) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, -11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, 4) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-14, -13) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, 14) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, -7) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, 4) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, 17) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, -16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, -19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (15, -5) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, -8) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, -4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, -6) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (11, -4) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (5, 16) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, -3) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-11, 11) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, -12) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (11, -9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, -1) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, 16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, -17) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, -20) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (1, 14) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, 8) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, -6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, -15) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, 10) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, -20) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, -6) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, 15) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, 16) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, -6) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (7, -20) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, 6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, 6) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, 18) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, -17) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, -16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (7, 15) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, -7) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, 3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-16, -8) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, 7) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, 9) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, -20) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, 12) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, 19) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (14, -16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, 8) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, 1) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, -17) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, 11) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, 9) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, 1) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, -19) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-14, -8) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, -8) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 19) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, 10) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, -12) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, 10) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, -2) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-5, -12) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, 3) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-11, 16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (7, -4) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, 19) is type: T2 and has: 5 flowers with reward chance of: 10%.

Plant (pxcor, pycor): (11, 11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-3, 16) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-8, -12) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 1) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, 7) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 11) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, -10) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, 19) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, -13) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, -3) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, -4) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, -5) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, 10) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-4, 10) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (7, -10) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, 18) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-12, 18) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, 3) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, 11) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, 18) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, -14) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-11, 19) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, -2) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, -11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, 15) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, -5) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-11, -16) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 17) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, 8) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, 12) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (1, 14) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (1, 11) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (18, 15) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, -11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-17, 15) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, -10) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, 3) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, -16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, 11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-12, 18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, -14) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, -5) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 1) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-4, 19) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, 15) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, -19) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, -9) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, -18) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, -8) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, 17) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (15, -8) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, -12) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, 5) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-11, 18) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, -20) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, 11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (5, -1) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, 8) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, -18) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, -11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-4, -18) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (14, 5) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-15, -11) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, 4) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, -3) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, 16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (10, -1) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, 19) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, 8) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, 14) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (7, -6) is type: T2 and has: 3 flowers with reward chance of: 10%.

Plant (pxcor, pycor): (-19, 15) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, -13) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-9, -14) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, -8) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-16, 4) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, -10) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, 14) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, -4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (18, -3) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, -6) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -1) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, 1) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, 13) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (13, 10) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, -10) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, -2) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-2, -8) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, 12) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 5) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, -13) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (7, -2) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, 5) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, 3) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, -19) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (1, -1) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, -12) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, 6) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, -16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-19, 12) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-10, 4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, -10) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, 20) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, -12) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, -13) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, 13) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (2, 1) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, -12) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, 9) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (6, 14) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, -5) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, -13) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, 14) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, -11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (6, -6) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (20, 16) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, -12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-12, -2) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, -10) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, 11) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, 3) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-18, -19) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, -3) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (5, 17) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (10, -16) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, -20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, 18) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (15, 12) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, -16) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, -19) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, -12) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, -11) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, -11) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-17, 13) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-5, -19) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-3, -2) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, -16) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, -6) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, -11) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, -4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (15, -5) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, 17) is type: T2 and has: 5 flowers with reward chance of: 10%.

Plant (pxcor, pycor): (15, -20) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-2, 18) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-8, 19) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (17, 7) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, -16) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (14, 5) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, -11) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-14, 7) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-15, -15) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (20, -12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-8, -4) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-12, 20) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, -18) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-1, 8) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (16, 9) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-9, 9) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-13, -4) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, 9) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (15, 11) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-10, 4) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, 12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, 14) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-14, -12) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, -17) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (17, -15) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (10, 14) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (19, -20) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, -18) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (3, -20) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-20, 3) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, 1) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-7, -17) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (4, 3) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, -10) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-16, -20) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, -1) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, 12) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-7, -14) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (15, -19) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (9, -11) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-1, -9) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (11, 18) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-8, -14) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, 8) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, -16) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, 3) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-8, -3) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (3, -4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (11, -16) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (8, -11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (8, 9) is type: T2 and has: 3 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-6, -5) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-13, -4) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-20, -12) is type: T2 and has: 5 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-18, -17) is type: T1 and has: 3 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (-8, 4) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (13, 8) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (9, 7) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (12, -11) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (16, -2) is type: T2 and has: 4 flowers with reward chance of: 10%.
Plant (pxcor, pycor): (-19, 11) is type: T1 and has: 4 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (15, 13) is type: T1 and has: 5 flowers with reward chance of: 90%.
Plant (pxcor, pycor): (19, 12) is type: T2 and has: 4 flowers with reward chance of: 10%.
Setup complete.
Final parameters: Plant density: 40
T1's initial rewarding chance: 80
T2's initial rewarding chance: 20
Time to switch rewards/strategy: 100

Bee: 1 strategy: normal landed on plant (1, 1) of type: T2 with reward chance of: 10% at tick time: 1.
-- Starting attempt of harvest..

-- Bee: 1 failed! No change in current nutrition, still: 0
-- Increase preference for T1 by 1%, now t1pref: 81%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (1, 1).
-- Bee 1 past flowers: [[1 1]]
-- Last 4 success types: [] Last 4 failure types: [T2]

Bee: 0 strategy: normal landed on plant (-1, 3) of type: T1 with reward chance of: 90% at tick time: 3.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T1 by 1%, now t1pref: 81%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (-1, 3).
-- Bee 0 past flowers: [[-1 3]]
-- Last 4 success types: [T1] Last 4 failure types: []

Bee: 2 flew over but decided not to land on plant (-1, -2) of type: T2

+ Bee: 1 finished harvesting plant (1, 1). Moving off plant.

Bee: 2 flew over but decided not to land on plant (1, -2) of type: T2

+ Bee: 0 finished harvesting plant (-1, 3). Moving off plant.

Bee: 1 flew over but decided not to land on plant (2, 1) of type: T2

Bee: 1 strategy: normal landed on plant (3, 1) of type: T1 with reward chance of: 90% at tick time: 10.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T1 by 1%, now t1pref: 82%, decrease preference for T2 by 1%, now t2pref: 18%.
-- Adding to bee's past flowers: (3, 1).
-- Bee 1 past flowers: [[3 1] [1 1]]
-- Last 4 success types: [T1] Last 4 failure types: [T2]

Bee: 0 flew over but decided not to land on plant (1, 4) of type: T2

Bee: 2 flew over but decided not to land on plant (1, -2) of type: T2

Bee: 2 flew over but decided not to land on plant (1, -2) of type: T2

Bee: 0 strategy: normal landed on plant (2, 5) of type: T1 with reward chance of: 90% at tick time: 12.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T1 by 1%, now t1pref: 82%, decrease preference for T2 by 1%, now t2pref: 18%.
-- Adding to bee's past flowers: (2, 5).
-- Bee 0 past flowers: [[2 5] [-1 3]]
-- Last 4 success types: [T1 T1] Last 4 failure types: []

Bee: 2 flew over but decided not to land on plant (1, -1) of type: T2

+ Bee: 1 finished harvesting plant (3, 1). Moving off plant.

Bee: 2 flew over but decided not to land on plant (1, -1) of type: T2

Bee: 1 flew over but decided not to land on plant (4, 2) of type: T1

+ Bee: 0 finished harvesting plant (2, 5). Moving off plant.

Bee: 2 flew over but decided not to land on plant (1, -1) of type: T2

Bee: 2 flew over but decided not to land on plant (1, -4) of type: T2

Bee: 1 strategy: normal landed on plant (4, 2) of type: T1 with reward chance of: 90% at tick time: 22.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 1
-- Increase preference for T2 by 1%, now t2pref: 19%, decrease preference for T1 by 1%, now t1pref: 81%.
-- Adding to bee's past flowers: (4, 2).
-- Bee 1 past flowers: [[4 2] [3 1] [1 1]]
-- Last 4 success types: [T1] Last 4 failure types: [T1 T2]

Bee: 2 flew over but decided not to land on plant (-1, -2) of type: T2

Bee: 2 strategy: normal landed on plant (-1, -2) of type: T2 with reward chance of: 10% at tick time: 25.

-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 0
-- Increase preference for T1 by 1%, now t1pref: 81%, decrease preference for T2 by 1%, now t2pref: 19%.
-- Adding to bee's past flowers: (-1, -2).
-- Bee 2 past flowers: [[-1 -2]]
-- Last 4 success types: [] Last 4 failure types: [T2]

Bee: 0 flew over but decided not to land on plant (1, 4) of type: T2

+ Bee: 1 finished harvesting plant (4, 2). Moving off plant.

Bee: 0 flew over but decided not to land on plant (3, 3) of type: T2

Bee: 1 flew over but decided not to land on plant (4, 3) of type: T2

Bee: 0 strategy: normal landed on plant (4, 3) of type: T2 with reward chance of: 10% at tick time: 30.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 2
-- Increase preference for T1 by 1%, now t1pref: 83%, decrease preference for T2 by 1%, now t2pref: 17%.
-- Adding to bee's past flowers: (4, 3).
-- Bee 0 past flowers: [[4 3] [2 5] [-1 3]]
-- Last 4 success types: [T1 T1] Last 4 failure types: [T2]

+ Bee: 2 finished harvesting plant (-1, -2). Moving off plant.

Bee: 2 strategy: normal landed on plant (-3, -2) of type: T1 with reward chance of: 90% at tick time: 32.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T1 by 1%, now t1pref: 82%, decrease preference for T2 by 1%, now t2pref: 18%.
-- Adding to bee's past flowers: (-3, -2).
-- Bee 2 past flowers: [[-3 -2] [-1 -2]]
-- Last 4 success types: [T1] Last 4 failure types: [T2]

+ Bee: 0 finished harvesting plant (4, 3). Moving off plant.

Bee: 1 strategy: normal landed on plant (6, 3) of type: T1 with reward chance of: 90% at tick time: 36.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T1 by 1%, now t1pref: 82%, decrease preference for T2 by 1%, now t2pref: 18%.
-- Adding to bee's past flowers: (6, 3).
-- Bee 1 past flowers: [[6 3] [4 2] [3 1] [1 1]]
-- Last 4 success types: [T1 T1] Last 4 failure types: [T1 T2]

+ Bee: 2 finished harvesting plant (-3, -2). Moving off plant.

+ Bee: 1 finished harvesting plant (6, 3). Moving off plant.

Bee: 1 flew over but decided not to land on plant (6, 4) of type: T2

Bee: 0 strategy: normal landed on plant (6, 3) of type: T1 with reward chance of: 90% at tick time: 45.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T1 by 1%, now t1pref: 84%, decrease preference for T2 by 1%, now t2pref: 16%.
-- Adding to bee's past flowers: (6, 3).
-- Bee 0 past flowers: [[6 3] [4 3] [2 5] [-1 3]]
-- Last 4 success types: [T1 T1 T1] Last 4 failure types: [T2]

Bee: 1 flew over but decided not to land on plant (3, 3) of type: T2

+ Bee: 0 finished harvesting plant (6, 3). Moving off plant.

Bee: 0 flew over but decided not to land on plant (6, 4) of type: T2

Bee: 2 flew over but decided not to land on plant (-4, 1) of type: T2

Bee: 2 flew over but decided not to land on plant (-4, 1) of type: T2

Bee: 2 flew over but decided not to land on plant (-2, 1) of type: T2

Bee: 1 flew over but decided not to land on plant (3, 3) of type: T2

Bee: 0 flew over but decided not to land on plant (3, 6) of type: T2

Bee: 0 flew over but decided not to land on plant (3, 6) of type: T2

Bee: 1 strategy: normal landed on plant (3, 5) of type: T1 with reward chance of: 90% at tick time: 57.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T1 by 1%, now t1pref: 83%, decrease preference for T2 by 1%, now t2pref: 17%.
-- Adding to bee's past flowers: (3, 5).
-- Bee 1 past flowers: [[3 5] [6 3] [4 2] [3 1] [1 1]]
-- Last 4 success types: [T1 T1 T1] Last 4 failure types: [T1 T2]

Bee: 2 strategy: normal landed on plant (2, 1) of type: T2 with reward chance of: 10% at tick time: 59.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 1
-- Increase preference for T1 by 1%, now t1pref: 83%, decrease preference for T2 by 1%, now t2pref: 17%.
-- Adding to bee's past flowers: (2, 1).
-- Bee 2 past flowers: [[2 1] [-3 -2] [-1 -2]]
-- Last 4 success types: [T1] Last 4 failure types: [T2 T2]

Bee: 0 flew over but decided not to land on plant (3, 5) of type: T1

+ Bee: 1 finished harvesting plant (3, 5). Moving off plant.

Bee: 1 strategy: normal landed on plant (2, 5) of type: T1 with reward chance of: 90% at tick time: 65.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T1 by 1%, now t1pref: 84%, decrease preference for T2 by 1%, now t2pref: 16%.
-- Adding to bee's past flowers: (2, 5).
-- Bee 1 past flowers: [[2 5] [3 5] [6 3] [4 2] [3 1] [1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T2]

+ Bee: 2 finished harvesting plant (2, 1). Moving off plant.

Bee: 0 flew over but decided not to land on plant (1, 4) of type: T2

Bee: 2 flew over but decided not to land on plant (3, 3) of type: T2

Bee: 0 flew over but decided not to land on plant (1, 3) of type: T2

+ Bee: 1 finished harvesting plant (2, 5). Moving off plant.

Bee: 2 strategy: normal landed on plant (4, 2) of type: T1 with reward chance of: 90% at tick time: 72.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T1 by 1%, now t1pref: 84%, decrease preference for T2 by 1%, now t2pref: 16%.
-- Adding to bee's past flowers: (4, 2).
-- Bee 2 past flowers: [[4 2] [2 1] [-3 -2] [-1 -2]]
-- Last 4 success types: [T1 T1] Last 4 failure types: [T2 T2]

Bee: 0 flew over but decided not to land on plant (1, 4) of type: T2

Bee: 1 strategy: normal landed on plant (2, 6) of type: T1 with reward chance of: 90% at tick time: 74.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T1 by 1%, now t1pref: 85%, decrease preference for T2 by 1%, now t2pref: 15%.
-- Adding to bee's past flowers: (2, 6).
-- Bee 1 past flowers: [[2 6] [2 5] [3 5] [6 3] [4 2] [3 1] [1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T2]

+ Bee: 2 finished harvesting plant (4, 2). Moving off plant.

+ Bee: 1 finished harvesting plant (2, 6). Moving off plant.

Bee: 0 strategy: normal landed on plant (-2, 3) of type: T1 with reward chance of: 90% at tick time: 84.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 3
-- Increase preference for T2 by 1%, now t2pref: 17%, decrease preference for T1 by 1%, now t1pref: 83%.
-- Adding to bee's past flowers: (-2, 3).
-- Bee 0 past flowers: [[-2 3] [6 3] [4 3] [2 5] [-1 3]]
-- Last 4 success types: [T1 T1 T1] Last 4 failure types: [T1 T2]

Bee: 1 flew over but decided not to land on plant (3, 8) of type: T1

Bee: 2 strategy: normal landed on plant (3, 1) of type: T1 with reward chance of: 90% at tick time: 86.
-- Starting attempt of harvest..
-- Bee: 2 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T1 by 1%, now t1pref: 85%, decrease preference for T2 by 1%, now t2pref: 15%.
-- Adding to bee's past flowers: (3, 1).
-- Bee 2 past flowers: [[3 1] [4 2] [2 1] [-3 -2] [-1 -2]]
-- Last 4 success types: [T1 T1 T1] Last 4 failure types: [T2 T2]

Bee: 1 flew over but decided not to land on plant (-1, 9) of type: T2

+ Bee: 0 finished harvesting plant (-2, 3). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-3, 10) of type: T2

Bee: 1 strategy: normal landed on plant (-2, 11) of type: T2 with reward chance of: 10% at tick time: 92.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 5
-- Increase preference for T1 by 1%, now t1pref: 86%, decrease preference for T2 by 1%, now t2pref: 14%.
-- Adding to bee's past flowers: (-2, 11).
-- Bee 1 past flowers: [[-2 11] [2 6] [2 5] [3 5] [6 3] [4 2] [3 1] [1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T1 T2]

+ Bee: 2 finished harvesting plant (3, 1). Moving off plant.

Bee: 2 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 0 strategy: normal landed on plant (-5, 3) of type: T1 with reward chance of: 90% at tick time: 96.
-- Starting attempt of harvest..
-- Bee: 0 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T1 by 1%, now t1pref: 84%, decrease preference for T2 by 1%, now t2pref: 16%.
-- Adding to bee's past flowers: (-5, 3).
-- Bee 0 past flowers: [[-5 3] [-2 3] [6 3] [4 3] [2 5] [-1 3]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T2]

Bee: 2 flew over but decided not to land on plant (-2, 1) of type: T2

+ Bee: 1 finished harvesting plant (-2, 11). Moving off plant.

Bee: 1 strategy: normal landed on plant (-2, 9) of type: T1 with reward chance of: 90% at tick time: 100.
-- Starting attempt of harvest..
-- Bee: 1 strategy: normal succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T1 by 1%, now t1pref: 87%, decrease preference for T2 by 1%, now t2pref: 13%.
-- Adding to bee's past flowers: (-2, 9).
-- Bee 1 past flowers: [[-2 9] [-2 11] [2 6] [2 5] [3 5] [6 3] [4 2] [3 1] [1 1]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T2 T1 T2]

Bee: 2 flew over but decided not to land on plant (-4, 1) of type: T2

**** HALF DAY HAS PASSED. TICKS: 100 IS UP. ****

**** Switching flower reward chance ****
**** T1 reward-chance was: 90% T2 reward-chance was: 10% ****
**** T1 reward-chance now: 10% T2 reward-chance now: 90% ****
**** SELECTED HALF DAY SCENARIO FOR BEES: All Switch. ****
**** RETURNING ALL BEES TO HIVE AND SWITCHING STRATEGY FOR ALL BEES NOW ****

+ Bee: 0 returning to hive with 4 nutrients.

++ Bee: 0 transferred 4 nutrients to hive. Current hive total now: 4
-- Clearing Bee: 0 past flowers. Setting off to new bout...
**** Bee: 0 has now adopted strategy: switch

+ Bee: 1 returning to hive with 6 nutrients.

++ Bee: 1 transferred 6 nutrients to hive. Current hive total now: 10
-- Clearing Bee: 1 past flowers. Setting off to new bout...
**** Bee: 1 has now adopted strategy: switch

+ Bee: 2 returning to hive with 3 nutrients.

++ Bee: 2 transferred 3 nutrients to hive. Current hive total now: 13
-- Clearing Bee: 2 past flowers. Setting off to new bout...
**** Bee: 2 has now adopted strategy: switch

Bee: 2 flew over but decided not to land on plant (1, -2) of type: T2

Bee: 0 flew over but decided not to land on plant (-2, 1) of type: T2

Bee: 1 flew over but decided not to land on plant (-2, 1) of type: T2

Bee: 0 flew over but decided not to land on plant (-2, -1) of type: T1

Bee: 1 strategy: switch landed on plant (-1, 3) of type: T1 with reward chance of: 10% at tick time: 109.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 14%, decrease preference for T1 by 1%, now t1pref: 86%.
-- Adding to bee's past flowers: (-1, 3).
-- Bee 1 past flowers: [[-1 3]]
-- Last 4 success types: [T1 T1 T1 T1] Last 4 failure types: [T1 T2 T1 T2]

Bee: 0 flew over but decided not to land on plant (-2, -3) of type: T2

Bee: 2 flew over but decided not to land on plant (1, -1) of type: T2

Bee: 2 flew over but decided not to land on plant (1, -2) of type: T2

Bee: 0 flew over but decided not to land on plant (-2, -3) of type: T2

Bee: 0 flew over but decided not to land on plant (-1, -2) of type: T2

Bee: 0 strategy: switch landed on plant (-2, -3) of type: T2 with reward chance of: 90% at tick time: 115.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T2 by 1%, now t2pref: 17%, decrease preference for T1 by 1%, now t1pref: 83%.
-- Adding to bee's past flowers: (-2, -3).
-- Bee 0 past flowers: [[-2 -3]]
-- Last 4 success types: [T2 T1 T1 T1] Last 4 failure types: [T1 T2]

+ Bee: 1 finished harvesting plant (-1, 3). Moving off plant.

Bee: 2 flew over but decided not to land on plant (1, -2) of type: T2

Bee: 2 flew over but decided not to land on plant (-1, -2) of type: T2

Bee: 2 flew over but decided not to land on plant (-3, -3) of type: T2

Bee: 1 strategy: switch landed on plant (2, 5) of type: T1 with reward chance of: 10% at tick time: 118.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 15%, decrease preference for T1 by 1%, now t1pref: 85%.
-- Adding to bee's past flowers: (2, 5).
-- Bee 1 past flowers: [[2 5] [-1 3]]
-- Last 4 success types: [] Last 4 failure types: [T1]

Bee: 2 strategy: switch landed on plant (-3, -3) of type: T2 with reward chance of: 90% at tick time: 119.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T2 by 1%, now t2pref: 16%, decrease preference for T1 by 1%, now t1pref: 84%.
-- Adding to bee's past flowers: (-3, -3).
-- Bee 2 past flowers: [[-3 -3]]
-- Last 4 success types: [T2 T1 T1 T1] Last 4 failure types: [T2 T2]

+ Bee: 0 finished harvesting plant (-2, -3). Moving off plant.

Bee: 0 strategy: switch landed on plant (-3, -3) of type: T2 with reward chance of: 90% at tick time: 122.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 18%, decrease preference for T1 by 1%, now t1pref: 82%.
-- Adding to bee's past flowers: (-3, -3).

-- Bee 0 past flowers: [[-3 -3] [-2 -3]]
-- Last 4 success types: [T2 T2 T1 T1] Last 4 failure types: [T1 T2]

+ Bee: 1 finished harvesting plant (2, 5). Moving off plant.

+ Bee: 2 finished harvesting plant (-3, -3). Moving off plant.

Bee: 1 strategy: switch landed on plant (3, 5) of type: T1 with reward chance of: 10% at tick time: 126.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 16%, decrease preference for T1 by 1%, now t1pref: 84%.
-- Adding to bee's past flowers: (3, 5).
-- Bee 1 past flowers: [[3 5] [2 5] [-1 3]]
-- Last 4 success types: [] Last 4 failure types: [T1 T1]

+ Bee: 0 finished harvesting plant (-3, -3). Moving off plant.

Bee: 0 strategy: switch landed on plant (-3, -2) of type: T1 with reward chance of: 10% at tick time: 131.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 2
-- Increase preference for T2 by 1%, now t2pref: 19%, decrease preference for T1 by 1%, now t1pref: 81%.
-- Adding to bee's past flowers: (-3, -2).
-- Bee 0 past flowers: [[-3 -2] [-3 -3] [-2 -3]]
-- Last 4 success types: [T2 T2 T1 T1] Last 4 failure types: [T1 T1 T2]

+ Bee: 1 finished harvesting plant (3, 5). Moving off plant.

Bee: 1 strategy: switch landed on plant (2, 6) of type: T1 with reward chance of: 10% at tick time: 133.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 17%, decrease preference for T1 by 1%, now t1pref: 83%.
-- Adding to bee's past flowers: (2, 6).
-- Bee 1 past flowers: [[2 6] [3 5] [2 5] [-1 3]]
-- Last 4 success types: [] Last 4 failure types: [T1 T1 T1]

Bee: 2 strategy: switch landed on plant (-2, 1) of type: T2 with reward chance of: 90% at tick time: 136.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 17%, decrease preference for T1 by 1%, now t1pref: 83%.
-- Adding to bee's past flowers: (-2, 1).
-- Bee 2 past flowers: [[-2 1] [-3 -3]]
-- Last 4 success types: [T2 T2 T1 T1] Last 4 failure types: [T2 T2]

+ Bee: 0 finished harvesting plant (-3, -2). Moving off plant.

+ Bee: 1 finished harvesting plant (2, 6). Moving off plant.

Bee: 0 strategy: switch landed on plant (-5, -2) of type: T1 with reward chance of: 10% at tick time: 140.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 2
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 80%.
-- Adding to bee's past flowers: (-5, -2).
-- Bee 0 past flowers: [[-5 -2] [-3 -2] [-3 -3] [-2 -3]]
-- Last 4 success types: [T2 T2 T1 T1] Last 4 failure types: [T1 T1 T1 T2]

+ Bee: 2 finished harvesting plant (-2, 1). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-1, 3) of type: T1

+ Bee: 0 finished harvesting plant (-5, -2). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-3, -4) of type: T2

Bee: 0 strategy: switch landed on plant (-3, -5) of type: T2 with reward chance of: 90% at tick time: 155.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T2 by 1%, now t2pref: 21%, decrease preference for T1 by 1%, now t1pref: 79%.
-- Adding to bee's past flowers: (-3, -5).
-- Bee 0 past flowers: [[-3 -5] [-5 -2] [-3 -2] [-3 -3] [-2 -3]]
-- Last 4 success types: [T2] Last 4 failure types: []

Bee: 1 flew over but decided not to land on plant (-1, 8) of type: T2

Bee: 1 strategy: switch landed on plant (-1, 7) of type: T1 with reward chance of: 10% at tick time: 156.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 0
-- Increase preference for T2 by 1%, now t2pref: 18%, decrease preference for T1 by 1%, now t1pref: 82%.
-- Adding to bee's past flowers: (-1, 7).
-- Bee 1 past flowers: [[-1 7] [2 6] [3 5] [2 5] [-1 3]]
-- Last 4 success types: [] Last 4 failure types: [T1 T1 T1 T1]

Bee: 2 flew over but decided not to land on plant (-4, 8) of type: T2

Bee: 2 flew over but decided not to land on plant (-5, 8) of type: T2

Bee: 2 strategy: switch landed on plant (-5, 8) of type: T2 with reward chance of: 90% at tick time: 161.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T2 by 1%, now t2pref: 18%, decrease preference for T1 by 1%, now t1pref: 82%.
-- Adding to bee's past flowers: (-5, 8).
-- Bee 2 past flowers: [[-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [T2 T2 T2 T1] Last 4 failure types: [T2 T2]

+ Bee: 0 finished harvesting plant (-3, -5). Moving off plant.

+ Bee: 1 finished harvesting plant (-1, 7). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-3, -4) of type: T2

Bee: 0 strategy: switch landed on plant (-3, -4) of type: T2 with reward chance of: 90% at tick time: 166.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 3
-- Increase preference for T1 by 1%, now t1pref: 80%, decrease preference for T2 by 1%, now t2pref: 20%.
-- Adding to bee's past flowers: (-3, -4).
-- Bee 0 past flowers: [[-3 -4] [-3 -5] [-5 -2] [-3 -2] [-3 -3] [-2 -3]]
-- Last 4 success types: [T2] Last 4 failure types: [T2]

+ Bee: 2 finished harvesting plant (-5, 8). Moving off plant.

Bee: 1 flew over but decided not to land on plant (1, 3) of type: T2

Bee: 2 strategy: switch landed on plant (-2, 9) of type: T1 with reward chance of: 10% at tick time: 170.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 3
-- Increase preference for T2 by 1%, now t2pref: 19%, decrease preference for T1 by 1%, now t1pref: 81%.
-- Adding to bee's past flowers: (-2, 9).
-- Bee 2 past flowers: [[-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [T2 T2 T2 T1] Last 4 failure types: [T1 T2 T2]

+ Bee: 0 finished harvesting plant (-3, -4). Moving off plant.

Bee: 1 strategy: switch landed on plant (2, 1) of type: T2 with reward chance of: 90% at tick time: 173.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 0
-- Increase preference for T1 by 1%, now t1pref: 83%, decrease preference for T2 by 1%, now t2pref: 17%.
-- Adding to bee's past flowers: (2, 1).
-- Bee 1 past flowers: [[2 1] [-1 7] [2 6] [3 5] [2 5] [-1 3]]
-- Last 4 success types: [] Last 4 failure types: [T2 T1 T1 T1]

Bee: 0 strategy: switch landed on plant (-4, -7) of type: T2 with reward chance of: 90% at tick time: 174.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T2 by 1%, now t2pref: 21%, decrease preference for T1 by 1%, now t1pref: 79%.
-- Adding to bee's past flowers: (-4, -7).
-- Bee 0 past flowers: [[-4 -7] [-3 -4] [-3 -5] [-5 -2] [-3 -2] [-3 -3] [-2 -3]]
-- Last 4 success types: [T2 T2] Last 4 failure types: [T2]

+ Bee: 2 finished harvesting plant (-2, 9). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-1, 9) of type: T2

+ Bee: 1 finished harvesting plant (2, 1). Moving off plant.

+ Bee: 0 finished harvesting plant (-4, -7). Moving off plant.

Bee: 1 flew over but decided not to land on plant (4, -2) of type: T2

Bee: 0 strategy: switch landed on plant (-5, -7) of type: T2 with reward chance of: 90% at tick time: 182.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 4
-- Increase preference for T1 by 1%, now t1pref: 80%, decrease preference for T2 by 1%, now t2pref: 20%.
-- Adding to bee's past flowers: (-5, -7).
-- Bee 0 past flowers: [[-5 -7] [-4 -7] [-3 -4] [-3 -5] [-5 -2] [-3 -2] [-3 -3] [-2 -3]]
-- Last 4 success types: [T2 T2] Last 4 failure types: [T2 T2]

Bee: 1 strategy: switch landed on plant (6, -2) of type: T2 with reward chance of: 90% at tick time: 184.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T2 by 1%, now t2pref: 18%, decrease preference for T1 by 1%, now t1pref: 82%.
-- Adding to bee's past flowers: (6, -2).
-- Bee 1 past flowers: [[6 -2] [2 1] [-1 7] [2 6] [3 5] [2 5] [-1 3]]
-- Last 4 success types: [T2] Last 4 failure types: [T2 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-5, -7). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-1, 14) of type: T2

+ Bee: 1 finished harvesting plant (6, -2). Moving off plant.

Bee: 2 strategy: switch landed on plant (-3, 14) of type: T2 with reward chance of: 90% at tick time: 191.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 80%.
-- Adding to bee's past flowers: (-3, 14).
-- Bee 2 past flowers: [[-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2 T2]

Bee: 0 flew over but decided not to land on plant (-2, -8) of type: T2

Bee: 0 strategy: switch landed on plant (1, -8) of type: T1 with reward chance of: 10% at tick time: 195.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 21%, decrease preference for T1 by 1%, now t1pref: 79%.
-- Adding to bee's past flowers: (1, -8).
-- Bee 0 past flowers: [[1 -8] [-5 -7] [-4 -7] [-3 -4] [-3 -5] [-5 -2] [-3 -2] [-3 -3] [-2 -3]]
-- Last 4 success types: [T2 T2] Last 4 failure types: [T1 T2 T2]

Bee: 1 flew over but decided not to land on plant (7, -2) of type: T1

+ Bee: 2 finished harvesting plant (-3, 14). Moving off plant.

Bee: 2 strategy: switch landed on plant (-2, 12) of type: T1 with reward chance of: 10% at tick time: 199.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 21%, decrease preference for T1 by 1%, now t1pref: 79%.
-- Adding to bee's past flowers: (-2, 12).
-- Bee 2 past flowers: [[-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T2 T2]

+ Bee: 0 finished harvesting plant (1, -8). Moving off plant.

Bee: 1 flew over but decided not to land on plant (9, 1) of type: T2

Bee: 1 strategy: switch landed on plant (9, 1) of type: T2 with reward chance of: 90% at tick time: 204.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 19%, decrease preference for T1 by 1%, now t1pref: 81%.
-- Adding to bee's past flowers: (9, 1).
-- Bee 1 past flowers: [[9 1] [6 -2] [2 1] [-1 7] [2 6] [3 5] [2 5] [-1 3]]
-- Last 4 success types: [T2 T2] Last 4 failure types: [T2 T1 T1 T1]

Bee: 0 strategy: switch landed on plant (-1, -10) of type: T1 with reward chance of: 10% at tick time: 205.
-- Starting attempt of harvest..

-- Bee: 0 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 22%, decrease preference for T1 by 1%, now t1pref: 78%.
-- Adding to bee's past flowers: (-1, -10).
-- Bee 0 past flowers: [[-1 -10] [1 -8] [-5 -7] [-4 -7] [-3 -4] [-3 -5] [-5 -2] [-3 -2] [-3 -3] [-2 -3]]
-- Last 4 success types: [T2 T2] Last 4 failure types: [T1 T1 T2 T2]

+ Bee: 2 finished harvesting plant (-2, 12). Moving off plant.

+ Bee: 1 finished harvesting plant (9, 1). Moving off plant.

+ Bee: 0 finished harvesting plant (-1, -10). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-1, 8) of type: T2

Bee: 0 flew over but decided not to land on plant (1, -11) of type: T2

Bee: 2 flew over but decided not to land on plant (-1, 8) of type: T2

Bee: 2 flew over but decided not to land on plant (1, 7) of type: T2

Bee: 0 strategy: switch landed on plant (1, -11) of type: T2 with reward chance of: 90% at tick time: 219.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T2 by 1%, now t2pref: 23%, decrease preference for T1 by 1%, now t1pref: 77%.
-- Adding to bee's past flowers: (1, -11).
-- Bee 0 past flowers: [[1 -11] [-1 -10] [1 -8] [-5 -7] [-4 -7] [-3 -4] [-3 -5] [-5 -2] [-3 -2] [-3 -3] [-2 -3]]
-- Last 4 success types: [T2 T2 T2] Last 4 failure types: [T1 T1 T2 T2]

Bee: 1 strategy: switch landed on plant (7, -2) of type: T1 with reward chance of: 10% at tick time: 219.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 2
-- Increase preference for T2 by 1%, now t2pref: 20%, decrease preference for T1 by 1%, now t1pref: 80%.
-- Adding to bee's past flowers: (7, -2).
-- Bee 1 past flowers: [[7 -2] [9 1] [6 -2] [2 1] [-1 7] [2 6] [3 5] [2 5] [-1 3]]
-- Last 4 success types: [T2 T2] Last 4 failure types: [T1 T2 T1 T1]

Bee: 2 strategy: switch landed on plant (3, 8) of type: T1 with reward chance of: 10% at tick time: 220.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 22%, decrease preference for T1 by 1%, now t1pref: 78%.
-- Adding to bee's past flowers: (3, 8).
-- Bee 2 past flowers: [[3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [] Last 4 failure types: [T1]

+ Bee: 0 finished harvesting plant (1, -11). Moving off plant.

+ Bee: 1 finished harvesting plant (7, -2). Moving off plant.

+ Bee: 2 finished harvesting plant (3, 8). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-1, -9) of type: T1

Bee: 0 strategy: switch landed on plant (-1, -9) of type: T1 with reward chance of: 10% at tick time: 228.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 24%, decrease preference for T1 by 1%, now t1pref: 76%.
-- Adding to bee's past flowers: (-1, -9).
-- Bee 0 past flowers: [[-1 -9] [1 -11] [-1 -10] [1 -8] [-5 -7] [-4 -7] [-3 -4] [-3 -5] [-5 -2] [-3 -2] [-3 -3] [-2 -3]]
-- Last 4 success types: [T2 T2 T2] Last 4 failure types: [T1 T1 T1 T2]

Bee: 2 flew over but decided not to land on plant (6, 11) of type: T2

Bee: 2 strategy: switch landed on plant (3, 12) of type: T1 with reward chance of: 10% at tick time: 233.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 23%, decrease preference for T1 by 1%, now t1pref: 77%.
-- Adding to bee's past flowers: (3, 12).
-- Bee 2 past flowers: [[3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [] Last 4 failure types: [T1 T1]

Bee: 1 flew over but decided not to land on plant (3, -4) of type: T2

+ Bee: 0 finished harvesting plant (-1, -9). Moving off plant.

Bee: 1 flew over but decided not to land on plant (1, -4) of type: T2

+ Bee: 2 finished harvesting plant (3, 12). Moving off plant.

Bee: 1 flew over but decided not to land on plant (1, -4) of type: T2

Bee: 2 strategy: switch landed on plant (4, 14) of type: T1 with reward chance of: 10% at tick time: 244.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 24%, decrease preference for T1 by 1%, now t1pref: 76%.
-- Adding to bee's past flowers: (4, 14).
-- Bee 2 past flowers: [[4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [] Last 4 failure types: [T1 T1 T1]

+ Bee: 2 finished harvesting plant (4, 14). Moving off plant.

Bee: 2 strategy: switch landed on plant (5, 14) of type: T1 with reward chance of: 10% at tick time: 251.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 25%, decrease preference for T1 by 1%, now t1pref: 75%.
-- Adding to bee's past flowers: (5, 14).
-- Bee 2 past flowers: [[5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 flew over but decided not to land on plant (4, -3) of type: T2

+ Bee: 2 finished harvesting plant (5, 14). Moving off plant.

Bee: 2 strategy: switch landed on plant (7, 13) of type: T1 with reward chance of: 10% at tick time: 262.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 26%, decrease preference for T1 by 1%, now t1pref: 74%.
-- Adding to bee's past flowers: (7, 13).
-- Bee 2 past flowers: [[7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 strategy: switch landed on plant (1, -1) of type: T2 with reward chance of: 90% at tick time: 266.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T2 by 1%, now t2pref: 21%, decrease preference for T1 by 1%, now t1pref: 79%.
-- Adding to bee's past flowers: (1, -1).
-- Bee 1 past flowers: [[1 -1] [7 -2] [9 1] [6 -2] [2 1] [-1 7] [2 6] [3 5] [2 5] [-1 3]]
-- Last 4 success types: [T2 T2 T2] Last 4 failure types: [T1 T2 T1 T1]

+ Bee: 2 finished harvesting plant (7, 13). Moving off plant.

+ Bee: 1 finished harvesting plant (1, -1). Moving off plant.

Bee: 2 strategy: switch landed on plant (9, 15) of type: T1 with reward chance of: 10% at tick time: 274.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 27%, decrease preference for T1 by 1%, now t1pref: 73%.
-- Adding to bee's past flowers: (9, 15).
-- Bee 2 past flowers: [[9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 flew over but decided not to land on plant (1, -2) of type: T2

+ Bee: 2 finished harvesting plant (9, 15). Moving off plant.

Bee: 1 strategy: switch landed on plant (1, -4) of type: T2 with reward chance of: 90% at tick time: 286.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T2 by 1%, now t2pref: 22%, decrease preference for T1 by 1%, now t1pref: 78%.
-- Adding to bee's past flowers: (1, -4).
-- Bee 1 past flowers: [[1 -4] [1 -1] [7 -2] [9 1] [6 -2] [2 1] [-1 7] [2 6] [3 5] [2 5] [-1 3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2 T1 T1]
^ Bee: 1 learnt 4 successful T2s, 4 failed T1: Switching preference now...

^ New t1pref: 22 New t2pref: 78

Bee: 2 flew over but decided not to land on plant (11, 16) of type: T2

Bee: 2 strategy: switch landed on plant (13, 16) of type: T1 with reward chance of: 10% at tick time: 289.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 28%, decrease preference for T1 by 1%, now t1pref: 72%.
-- Adding to bee's past flowers: (13, 16).
-- Bee 2 past flowers: [[13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 1 finished harvesting plant (1, -4). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-2, -8) of type: T2

Bee: 0 strategy: switch landed on plant (-2, -7) of type: T1 with reward chance of: 10% at tick time: 293.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 25%, decrease preference for T1 by 1%, now t1pref: 75%.
-- Adding to bee's past flowers: (-2, -7).
-- Bee 0 past flowers: [[-2 -7] [-1 -9] [1 -11] [-1 -10] [1 -8] [-5 -7] [-4 -7] [-3 -4] [-3 -5] [-5 -2] [-3 -2] [-3 -3] [-2 -3]]
-- Last 4 success types: [T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 finished harvesting plant (13, 16). Moving off plant.

Bee: 1 strategy: switch landed on plant (1, -5) of type: T2 with reward chance of: 90% at tick time: 298.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T2 by 1%, now t2pref: 79%, decrease preference for T1 by 1%, now t1pref: 21%.
-- Adding to bee's past flowers: (1, -5).
-- Bee 1 past flowers: [[1 -5] [1 -4] [1 -1] [7 -2] [9 1] [6 -2] [2 1] [-1 7] [2 6] [3 5] [2 5] [-1 3]]
-- Last 4 success types: [T2] Last 4 failure types: []

+ Bee: 0 finished harvesting plant (-2, -7). Moving off plant.

Bee: 2 flew over but decided not to land on plant (16, 18) of type: T2

+ Bee: 1 finished harvesting plant (1, -5). Moving off plant.

Bee: 0 flew over but decided not to land on plant (1, -4) of type: T2

Bee: 2 flew over but decided not to land on plant (16, 18) of type: T2

Bee: 0 strategy: switch landed on plant (1, -5) of type: T2 with reward chance of: 90% at tick time: 307.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T2 by 1%, now t2pref: 26%, decrease preference for T1 by 1%, now t1pref: 74%.
-- Adding to bee's past flowers: (1, -5).
-- Bee 0 past flowers: [[1 -5] [-2 -7] [-1 -9] [1 -11] [-1 -10] [1 -8] [-5 -7] [-4 -7] [-3 -4] [-3 -5] [-5 -2] [-3 -2] [-3 -3] [-2 -3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]
^ Bee: 0 learnt 4 successful T2s, 4 failed T1: Switching preference now...
^ New t1pref: 26 New t2pref: 74

Bee: 2 flew over but decided not to land on plant (16, 18) of type: T2

+ Bee: 0 finished harvesting plant (1, -5). Moving off plant.

Bee: 2 strategy: switch landed on plant (20, 19) of type: T1 with reward chance of: 10% at tick time: 316.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 29%, decrease preference for T1 by 1%, now t1pref: 71%.
-- Adding to bee's past flowers: (20, 19).
-- Bee 2 past flowers: [[20 19] [13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [] Last 4 failure types: [T1 T1 T1 T1]

Bee: 0 strategy: switch landed on plant (3, -4) of type: T2 with reward chance of: 90% at tick time: 320.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T2 by 1%, now t2pref: 75%, decrease preference for T1 by 1%, now t1pref: 25%.
-- Adding to bee's past flowers: (3, -4).

-- Bee 0 past flowers: [[3 -4] [1 -5] [-2 -7] [-1 -9] [1 -11] [-1 -10] [1 -8] [-5 -7] [-4 -7] [-3 -4] [-3 -5] [-5 -2] [-3 -2] [-3 -3] [-2 -3]]
-- Last 4 success types: [T2] Last 4 failure types: []

+ Bee: 2 finished harvesting plant (20, 19). Moving off plant.

+ Bee: 0 finished harvesting plant (3, -4). Moving off plant.

Bee: 1 flew over but decided not to land on plant (1, -2) of type: T2

Bee: 0 strategy: switch landed on plant (1, -4) of type: T2 with reward chance of: 90% at tick time: 332.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 8.
-- Increase preference for T2 by 1%, now t2pref: 76%, decrease preference for T1 by 1%, now t1pref: 24%.
-- Adding to bee's past flowers: (1, -4).
-- Bee 0 past flowers: [[1 -4] [3 -4] [1 -5] [-2 -7] [-1 -9] [1 -11] [-1 -10] [1 -8] [-5 -7] [-4 -7] [-3 -4] [-3 -5] [-5 -2] [-3 -2] [-3 -3] [-2 -3]]
-- Last 4 success types: [T2 T2] Last 4 failure types: []

Bee: 2 strategy: switch landed on plant (20, 16) of type: T1 with reward chance of: 10% at tick time: 337.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 4
-- Increase preference for T2 by 1%, now t2pref: 30%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (20, 16).
-- Bee 2 past flowers: [[20 16] [20 19] [13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (1, -4). Moving off plant.

Bee: 1 strategy: switch landed on plant (3, -4) of type: T2 with reward chance of: 90% at tick time: 339.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T2 by 1%, now t2pref: 80%, decrease preference for T1 by 1%, now t1pref: 20%.
-- Adding to bee's past flowers: (3, -4).
-- Bee 1 past flowers: [[3 -4] [1 -5] [1 -4] [1 -1] [7 -2] [9 1] [6 -2] [2 1] [-1 7] [2 6] [3 5] [2 5] [-1 3]]
-- Last 4 success types: [T2 T2] Last 4 failure types: []

+ Bee: 2 finished harvesting plant (20, 16). Moving off plant.

Bee: 2 strategy: switch landed on plant (19, 15) of type: T1 with reward chance of: 10% at tick time: 344.
-- Starting attempt of harvest..
-- Bee: 2 strategy: switch succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T1 by 1%, now t1pref: 71%, decrease preference for T2 by 1%, now t2pref: 29%.
-- Adding to bee's past flowers: (19, 15).
-- Bee 2 past flowers: [[19 15] [20 16] [20 19] [13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 1 finished harvesting plant (3, -4). Moving off plant.

Bee: 1 flew over but decided not to land on plant (5, -5) of type: T1

Bee: 1 flew over but decided not to land on plant (5, -7) of type: T1

Bee: 0 flew over but decided not to land on plant (1, -2) of type: T2

Bee: 1 flew over but decided not to land on plant (5, -7) of type: T1

+ Bee: 2 finished harvesting plant (19, 15). Moving off plant.

Bee: 1 flew over but decided not to land on plant (6, -7) of type: T1

Bee: 1 flew over but decided not to land on plant (6, -7) of type: T1

Bee: 0 strategy: switch landed on plant (1, -1) of type: T2 with reward chance of: 90% at tick time: 355.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 9.
-- Increase preference for T2 by 1%, now t2pref: 77%, decrease preference for T1 by 1%, now t1pref: 23%.
-- Adding to bee's past flowers: (1, -1).
-- Bee 0 past flowers: [[1 -1] [1 -4] [3 -4] [1 -5] [-2 -7] [-1 -9] [1 -11] [-1 -10] [1 -8] [-5 -7] [-4 -7] [-3 -4] [-3 -5] [-5 -2] [-3 -2] [-3 -3] [-2 -3]]
-- Last 4 success types: [T2 T2 T2] Last 4 failure types: []

Bee: 1 strategy: switch landed on plant (6, -7) of type: T1 with reward chance of: 10% at tick time: 355.
-- Starting attempt of harvest..

-- Bee: 1 failed! No change in current nutrition, still: 6
-- Increase preference for T2 by 1%, now t2pref: 81%, decrease preference for T1 by 1%, now t1pref: 19%.
-- Adding to bee's past flowers: (6, -7).
-- Bee 1 past flowers: [[6 -7] [3 -4] [1 -5] [1 -4] [1 -1] [7 -2] [9 1] [6 -2] [2 1] [-1 7] [2 6] [3 5] [2 5] [-1 3]]
-- Last 4 success types: [T2 T2] Last 4 failure types: [T1]

+ Bee: 1 finished harvesting plant (6, -7). Moving off plant.

+ Bee: 0 finished harvesting plant (1, -1). Moving off plant.

Bee: 2 strategy: switch landed on plant (16, 13) of type: T1 with reward chance of: 10% at tick time: 361.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 30%, decrease preference for T1 by 1%, now t1pref: 70%.
-- Adding to bee's past flowers: (16, 13).
-- Bee 2 past flowers: [[16 13] [19 15] [20 16] [20 19] [13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 strategy: switch landed on plant (7, -6) of type: T2 with reward chance of: 90% at tick time: 364.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T2 by 1%, now t2pref: 82%, decrease preference for T1 by 1%, now t1pref: 18%.
-- Adding to bee's past flowers: (7, -6).
-- Bee 1 past flowers: [[7 -6] [6 -7] [3 -4] [1 -5] [1 -4] [1 -1] [7 -2] [9 1] [6 -2] [2 1] [-1 7] [2 6] [3 5] [2 5] [-1 3]]
-- Last 4 success types: [T2 T2 T2] Last 4 failure types: [T1]

+ Bee: 2 finished harvesting plant (16, 13). Moving off plant.

+ Bee: 1 finished harvesting plant (7, -6). Moving off plant.

Bee: 1 flew over but decided not to land on plant (8, -5) of type: T1

Bee: 2 strategy: switch landed on plant (15, 13) of type: T1 with reward chance of: 10% at tick time: 371.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 31%, decrease preference for T1 by 1%, now t1pref: 69%.
-- Adding to bee's past flowers: (15, 13).
-- Bee 2 past flowers: [[15 13] [16 13] [19 15] [20 16] [20 19] [13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 finished harvesting plant (15, 13). Moving off plant.

Bee: 1 flew over but decided not to land on plant (6, -6) of type: T1

Bee: 1 flew over but decided not to land on plant (5, -5) of type: T1

Bee: 0 strategy: switch landed on plant (-9, -1) of type: T2 with reward chance of: 90% at tick time: 389.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 10.
-- Increase preference for T2 by 1%, now t2pref: 78%, decrease preference for T1 by 1%, now t1pref: 22%.
-- Adding to bee's past flowers: (-9, -1).
-- Bee 0 past flowers: [[-9 -1] [1 -1] [1 -4] [3 -4] [1 -5] [-2 -7] [-1 -9] [1 -11] [-1 -10] [1 -8] [-5 -7] [-4 -7] [-3 -4] [-3 -5] [-5 -2] [-3 -2] [-3 -3] [-2 -3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: []

+ Bee: 0 returning to hive with 10 nutrients.

++ Bee: 0 transferred 10 nutrients to hive. Current hive total now: 23
-- Clearing Bee: 0 past flowers. Setting off to new bout...

Bee: 0 strategy: switch landed on plant (-2, 1) of type: T2 with reward chance of: 90% at tick time: 396.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T2 by 1%, now t2pref: 79%, decrease preference for T1 by 1%, now t1pref: 21%.
-- Adding to bee's past flowers: (-2, 1).
-- Bee 0 past flowers: [[-2 1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: []

Bee: 1 flew over but decided not to land on plant (5, -5) of type: T1

Bee: 1 flew over but decided not to land on plant (4, -7) of type: T1

Bee: 1 flew over but decided not to land on plant (3, -8) of type: T2

+ Bee: 0 finished harvesting plant (-2, 1). Moving off plant.

Bee: 2 flew over but decided not to land on plant (18, 15) of type: T2

Bee: 2 flew over but decided not to land on plant (18, 15) of type: T2

Bee: 1 strategy: switch landed on plant (-1, -10) of type: T1 with reward chance of: 10% at tick time: 406.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 7
-- Increase preference for T2 by 1%, now t2pref: 83%, decrease preference for T1 by 1%, now t1pref: 17%.
-- Adding to bee's past flowers: (-1, -10).
-- Bee 1 past flowers: [[-1 -10] [7 -6] [6 -7] [3 -4] [1 -5] [1 -4] [1 -1] [7 -2] [9 1] [6 -2] [2 1] [-1 7] [2 6] [3 5] [2 5] [-1 3]]
-- Last 4 success types: [T2 T2 T2] Last 4 failure types: [T1 T1]

Bee: 0 flew over but decided not to land on plant (-2, -1) of type: T1

Bee: 2 flew over but decided not to land on plant (20, 15) of type: T1

Bee: 0 flew over but decided not to land on plant (-2, -1) of type: T1

Bee: 2 flew over but decided not to land on plant (20, 14) of type: T2

+ Bee: 1 finished harvesting plant (-1, -10). Moving off plant.

Bee: 2 flew over but decided not to land on plant (19, 12) of type: T2

Bee: 1 strategy: switch landed on plant (-2, -10) of type: T2 with reward chance of: 90% at tick time: 414.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 8.
-- Increase preference for T2 by 1%, now t2pref: 84%, decrease preference for T1 by 1%, now t1pref: 16%.
-- Adding to bee's past flowers: (-2, -10).
-- Bee 1 past flowers: [[-2 -10] [-1 -10] [7 -6] [6 -7] [3 -4] [1 -5] [1 -4] [1 -1] [7 -2] [9 1] [6 -2] [2 1] [-1 7] [2 6] [3 5] [2 5] [-1 3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1]

Bee: 0 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 0 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 2 flew over but decided not to land on plant (16, 16) of type: T2

+ Bee: 1 finished harvesting plant (-2, -10). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-4, -10) of type: T1

Bee: 1 strategy: switch landed on plant (-4, -9) of type: T2 with reward chance of: 90% at tick time: 422.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 9.
-- Increase preference for T2 by 1%, now t2pref: 85%, decrease preference for T1 by 1%, now t1pref: 15%.
-- Adding to bee's past flowers: (-4, -9).
-- Bee 1 past flowers: [[-4 -9] [-2 -10] [-1 -10] [7 -6] [6 -7] [3 -4] [1 -5] [1 -4] [1 -1] [7 -2] [9 1] [6 -2] [2 1] [-1 7] [2 6] [3 5] [2 5] [-1 3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1]

Bee: 0 strategy: switch landed on plant (-1, -2) of type: T2 with reward chance of: 90% at tick time: 423.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 80%, decrease preference for T1 by 1%, now t1pref: 20%.
-- Adding to bee's past flowers: (-1, -2).
-- Bee 0 past flowers: [[-1 -2] [-2 1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: []

+ Bee: 1 finished harvesting plant (-4, -9). Moving off plant.

Bee: 2 strategy: switch landed on plant (15, 19) of type: T2 with reward chance of: 90% at tick time: 428.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T2 by 1%, now t2pref: 32%, decrease preference for T1 by 1%, now t1pref: 68%.
-- Adding to bee's past flowers: (15, 19).

-- Bee 2 past flowers: [[15 19] [15 13] [16 13] [19 15] [20 16] [20 19] [13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [T2 T1] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-1, -2). Moving off plant.

+ Bee: 2 finished harvesting plant (15, 19). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-4, -10) of type: T1

Bee: 1 flew over but decided not to land on plant (-5, -12) of type: T1

Bee: 1 strategy: switch landed on plant (-4, -15) of type: T2 with reward chance of: 90% at tick time: 438.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 10.
-- Increase preference for T2 by 1%, now t2pref: 86%, decrease preference for T1 by 1%, now t1pref: 14%.
-- Adding to bee's past flowers: (-4, -15).
-- Bee 1 past flowers: [[-4 -15] [-4 -9] [-2 -10] [-1 -10] [7 -6] [6 -7] [3 -4] [1 -5] [1 -4] [1 -1] [7 -2] [9 1] [6 -2] [2 1] [-1 7] [2 6] [3 5] [2 5] [-1 3]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1]

+ Bee: 1 returning to hive with 10 nutrients.

Bee: 2 strategy: switch landed on plant (14, 20) of type: T2 with reward chance of: 90% at tick time: 439.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T2 by 1%, now t2pref: 33%, decrease preference for T1 by 1%, now t1pref: 67%.
-- Adding to bee's past flowers: (14, 20).
-- Bee 2 past flowers: [[14 20] [15 19] [15 13] [16 13] [19 15] [20 16] [20 19] [13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [T2 T2 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 0 flew over but decided not to land on plant (-6, -1) of type: T1

Bee: 0 strategy: switch landed on plant (-5, -2) of type: T1 with reward chance of: 10% at tick time: 441.
-- Starting attempt of harvest..
-- Bee: 0 strategy: switch succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T1 by 1%, now t1pref: 21%, decrease preference for T2 by 1%, now t2pref: 79%.
-- Adding to bee's past flowers: (-5, -2).
-- Bee 0 past flowers: [[-5 -2] [-1 -2] [-2 1]]
-- Last 4 success types: [T1 T2 T2 T2] Last 4 failure types: []

Bee: 1 flew over but decided not to land on plant (-1, -4) of type: T1

+ Bee: 2 finished harvesting plant (14, 20). Moving off plant.

++ Bee: 1 transferred 10 nutrients to hive. Current hive total now: 33
-- Clearing Bee: 1 past flowers. Setting off to new bout...

+ Bee: 0 finished harvesting plant (-5, -2). Moving off plant.

Bee: 2 strategy: switch landed on plant (13, 20) of type: T1 with reward chance of: 10% at tick time: 448.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 7
-- Increase preference for T2 by 1%, now t2pref: 34%, decrease preference for T1 by 1%, now t1pref: 66%.
-- Adding to bee's past flowers: (13, 20).
-- Bee 2 past flowers: [[13 20] [14 20] [15 19] [15 13] [16 13] [19 15] [20 16] [20 19] [13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [T2 T2 T1] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 strategy: switch landed on plant (1, -2) of type: T2 with reward chance of: 90% at tick time: 453.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T2 by 1%, now t2pref: 87%, decrease preference for T1 by 1%, now t1pref: 13%.
-- Adding to bee's past flowers: (1, -2).
-- Bee 1 past flowers: [[1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1]

+ Bee: 2 finished harvesting plant (13, 20). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-8, 4) of type: T1

+ Bee: 1 finished harvesting plant (1, -2). Moving off plant.

Bee: 1 strategy: switch landed on plant (1, -1) of type: T2 with reward chance of: 90% at tick time: 460.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 88%, decrease preference for T1 by 1%, now t1pref: 12%.
-- Adding to bee's past flowers: (1, -1).
-- Bee 1 past flowers: [[1 -1] [1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1]

Bee: 0 strategy: switch landed on plant (-10, 4) of type: T2 with reward chance of: 90% at tick time: 461.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T2 by 1%, now t2pref: 80%, decrease preference for T1 by 1%, now t1pref: 20%.
-- Adding to bee's past flowers: (-10, 4).
-- Bee 0 past flowers: [[-10 4] [-5 -2] [-1 -2] [-2 1]]
-- Last 4 success types: [T2 T1 T2 T2] Last 4 failure types: []

Bee: 2 flew over but decided not to land on plant (16, 18) of type: T2

+ Bee: 1 finished harvesting plant (1, -1). Moving off plant.

+ Bee: 0 finished harvesting plant (-10, 4). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-11, 6) of type: T1

Bee: 2 strategy: switch landed on plant (13, 19) of type: T2 with reward chance of: 90% at tick time: 469.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 7
-- Increase preference for T1 by 1%, now t1pref: 67%, decrease preference for T2 by 1%, now t2pref: 33%.
-- Adding to bee's past flowers: (13, 19).
-- Bee 2 past flowers: [[13 19] [13 20] [14 20] [15 19] [15 13] [16 13] [19 15] [20 16] [20 19] [13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [T2 T2 T1] Last 4 failure types: [T2 T1 T1 T1]

Bee: 0 flew over but decided not to land on plant (-11, 7) of type: T2

Bee: 0 flew over but decided not to land on plant (-11, 6) of type: T1

Bee: 1 strategy: switch landed on plant (-2, 1) of type: T2 with reward chance of: 90% at tick time: 474.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T2 by 1%, now t2pref: 89%, decrease preference for T1 by 1%, now t1pref: 11%.
-- Adding to bee's past flowers: (-2, 1).
-- Bee 1 past flowers: [[-2 1] [1 -1] [1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1]

+ Bee: 2 finished harvesting plant (13, 19). Moving off plant.

Bee: 0 strategy: switch landed on plant (-13, 3) of type: T2 with reward chance of: 90% at tick time: 476.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 4
-- Increase preference for T1 by 1%, now t1pref: 21%, decrease preference for T2 by 1%, now t2pref: 79%.
-- Adding to bee's past flowers: (-13, 3).
-- Bee 0 past flowers: [[-13 3] [-10 4] [-5 -2] [-1 -2] [-2 1]]
-- Last 4 success types: [T2 T1 T2 T2] Last 4 failure types: [T2]

Bee: 2 flew over but decided not to land on plant (12, 18) of type: T2

Bee: 2 flew over but decided not to land on plant (12, 19) of type: T1

Bee: 2 flew over but decided not to land on plant (12, 19) of type: T1

+ Bee: 1 finished harvesting plant (-2, 1). Moving off plant.

Bee: 2 flew over but decided not to land on plant (12, 17) of type: T1

+ Bee: 0 finished harvesting plant (-13, 3). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-5, 3) of type: T1

Bee: 0 flew over but decided not to land on plant (-14, 1) of type: T1

Bee: 1 flew over but decided not to land on plant (-6, 3) of type: T1

Bee: 0 flew over but decided not to land on plant (-16, -2) of type: T2

Bee: 1 flew over but decided not to land on plant (-6, 3) of type: T1

Bee: 2 strategy: switch landed on plant (16, 16) of type: T2 with reward chance of: 90% at tick time: 490.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 8.
-- Increase preference for T2 by 1%, now t2pref: 34%, decrease preference for T1 by 1%, now t1pref: 66%.
-- Adding to bee's past flowers: (16, 16).
-- Bee 2 past flowers: [[16 16] [13 19] [13 20] [14 20] [15 19] [15 13] [16 13] [19 15] [20 16] [20 19] [13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [T2 T2 T2 T1] Last 4 failure types: [T2 T1 T1 T1]

Bee: 0 flew over but decided not to land on plant (-15, 2) of type: T1

Bee: 0 strategy: switch landed on plant (-17, 1) of type: T2 with reward chance of: 90% at tick time: 495.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T2 by 1%, now t2pref: 80%, decrease preference for T1 by 1%, now t1pref: 20%.
-- Adding to bee's past flowers: (-17, 1).
-- Bee 0 past flowers: [[-17 1] [-13 3] [-10 4] [-5 -2] [-1 -2] [-2 1]]
-- Last 4 success types: [T2 T2 T1 T2] Last 4 failure types: [T2]

+ Bee: 2 finished harvesting plant (16, 16). Moving off plant.

Bee: 2 strategy: switch landed on plant (18, 15) of type: T2 with reward chance of: 90% at tick time: 498.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 8
-- Increase preference for T1 by 1%, now t1pref: 67%, decrease preference for T2 by 1%, now t2pref: 33%.
-- Adding to bee's past flowers: (18, 15).
-- Bee 2 past flowers: [[18 15] [16 16] [13 19] [13 20] [14 20] [15 19] [15 13] [16 13] [19 15] [20 16] [20 19] [13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [] Last 4 failure types: [T2]

+ Bee: 0 finished harvesting plant (-17, 1). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-18, 1) of type: T2

Bee: 0 strategy: switch landed on plant (-20, 1) of type: T2 with reward chance of: 90% at tick time: 503.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T2 by 1%, now t2pref: 81%, decrease preference for T1 by 1%, now t1pref: 19%.
-- Adding to bee's past flowers: (-20, 1).
-- Bee 0 past flowers: [[-20 1] [-17 1] [-13 3] [-10 4] [-5 -2] [-1 -2] [-2 1]]
-- Last 4 success types: [T2 T2 T2 T1] Last 4 failure types: [T2]

+ Bee: 2 finished harvesting plant (18, 15). Moving off plant.

+ Bee: 0 finished harvesting plant (-20, 1). Moving off plant.

Bee: 2 strategy: switch landed on plant (18, 17) of type: T1 with reward chance of: 10% at tick time: 510.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 8
-- Increase preference for T2 by 1%, now t2pref: 34%, decrease preference for T1 by 1%, now t1pref: 66%.
-- Adding to bee's past flowers: (18, 17).
-- Bee 2 past flowers: [[18 17] [18 15] [16 16] [13 19] [13 20] [14 20] [15 19] [15 13] [16 13] [19 15] [20 16] [20 19] [13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [] Last 4 failure types: [T1 T2]

+ Bee: 2 finished harvesting plant (18, 17). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-20, -1) of type: T1

Bee: 0 flew over but decided not to land on plant (-20, -1) of type: T1

Bee: 1 flew over but decided not to land on plant (-2, 3) of type: T1

Bee: 0 strategy: switch landed on plant (-18, 1) of type: T2 with reward chance of: 90% at tick time: 523.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T2 by 1%, now t2pref: 82%, decrease preference for T1 by 1%, now t1pref: 18%.
-- Adding to bee's past flowers: (-18, 1).
-- Bee 0 past flowers: [[-18 1] [-20 1] [-17 1] [-13 3] [-10 4] [-5 -2] [-1 -2] [-2 1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2]

Bee: 2 strategy: switch landed on plant (16, 18) of type: T2 with reward chance of: 90% at tick time: 524.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 9.
-- Increase preference for T2 by 1%, now t2pref: 35%, decrease preference for T1 by 1%, now t1pref: 65%.
-- Adding to bee's past flowers: (16, 18).
-- Bee 2 past flowers: [[16 18] [18 17] [18 15] [16 16] [13 19] [13 20] [14 20] [15 19] [15 13] [16 13] [19 15] [20 16] [20 19] [13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [T2] Last 4 failure types: [T1 T2]

Bee: 1 strategy: switch landed on plant (-2, 3) of type: T1 with reward chance of: 10% at tick time: 524.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 3
-- Increase preference for T2 by 1%, now t2pref: 90%, decrease preference for T1 by 1%, now t1pref: 10%.
-- Adding to bee's past flowers: (-2, 3).
-- Bee 1 past flowers: [[-2 3] [-2 1] [1 -1] [1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1]

+ Bee: 0 finished harvesting plant (-18, 1). Moving off plant.

+ Bee: 1 finished harvesting plant (-2, 3). Moving off plant.

+ Bee: 2 finished harvesting plant (16, 18). Moving off plant.

Bee: 0 strategy: switch landed on plant (-18, 2) of type: T2 with reward chance of: 90% at tick time: 533.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 8.
-- Increase preference for T2 by 1%, now t2pref: 83%, decrease preference for T1 by 1%, now t1pref: 17%.
-- Adding to bee's past flowers: (-18, 2).
-- Bee 0 past flowers: [[-18 2] [-18 1] [-20 1] [-17 1] [-13 3] [-10 4] [-5 -2] [-1 -2] [-2 1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2]

Bee: 1 strategy: switch landed on plant (-4, 1) of type: T2 with reward chance of: 90% at tick time: 537.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T2 by 1%, now t2pref: 91%, decrease preference for T1 by 1%, now t1pref: 9%.
-- Adding to bee's past flowers: (-4, 1).
-- Bee 1 past flowers: [[-4 1] [-2 3] [-2 1] [1 -1] [1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1]

+ Bee: 0 finished harvesting plant (-18, 2). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-20, 2) of type: T1

+ Bee: 1 finished harvesting plant (-4, 1). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-20, 2) of type: T1

Bee: 0 strategy: switch landed on plant (-19, 3) of type: T1 with reward chance of: 10% at tick time: 550.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 8
-- Increase preference for T2 by 1%, now t2pref: 84%, decrease preference for T1 by 1%, now t1pref: 16%.
-- Adding to bee's past flowers: (-19, 3).
-- Bee 0 past flowers: [[-19 3] [-18 2] [-18 1] [-20 1] [-17 1] [-13 3] [-10 4] [-5 -2] [-1 -2] [-2 1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2]

+ Bee: 0 finished harvesting plant (-19, 3). Moving off plant.

Bee: 0 strategy: switch landed on plant (-20, 6) of type: T2 with reward chance of: 90% at tick time: 562.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 9.
-- Increase preference for T2 by 1%, now t2pref: 85%, decrease preference for T1 by 1%, now t1pref: 15%.
-- Adding to bee's past flowers: (-20, 6).
-- Bee 0 past flowers: [[-20 6] [-19 3] [-18 2] [-18 1] [-20 1] [-17 1] [-13 3] [-10 4] [-5 -2] [-1 -2] [-2 1]]

-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2]

+ Bee: 0 finished harvesting plant (-20, 6). Moving off plant.

Bee: 0 strategy: switch landed on plant (-20, 8) of type: T2 with reward chance of: 90% at tick time: 570.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 10.
-- Increase preference for T2 by 1%, now t2pref: 86%, decrease preference for T1 by 1%, now t1pref: 14%.
-- Adding to bee's past flowers: (-20, 8).
-- Bee 0 past flowers: [[-20 8] [-20 6] [-19 3] [-18 2] [-18 1] [-20 1] [-17 1] [-13 3] [-10 4] [-5 -2] [-1 -2] [-2 1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2]

+ Bee: 0 returning to hive with 10 nutrients.

Bee: 1 flew over but decided not to land on plant (-2, -1) of type: T1

Bee: 0 flew over but decided not to land on plant (-16, 6) of type: T1

Bee: 0 flew over but decided not to land on plant (-9, 4) of type: T2

Bee: 1 flew over but decided not to land on plant (-1, -3) of type: T1

+ Bee: 0 finished harvesting plant (-4, 1). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-1, -2) of type: T2

++ Bee: 0 transferred 10 nutrients to hive. Current hive total now: 43
-- Clearing Bee: 0 past flowers. Setting off to new bout...

Bee: 1 flew over but decided not to land on plant (-2, -1) of type: T1

Bee: 1 flew over but decided not to land on plant (-3, -2) of type: T1

Bee: 1 strategy: switch landed on plant (-3, -3) of type: T2 with reward chance of: 90% at tick time: 582.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T2 by 1%, now t2pref: 92%, decrease preference for T1 by 1%, now t1pref: 8%.
-- Adding to bee's past flowers: (-3, -3).
-- Bee 1 past flowers: [[-3 -3] [-4 1] [-2 3] [-2 1] [1 -1] [1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1]

Bee: 0 flew over but decided not to land on plant (-1, -2) of type: T2

Bee: 0 strategy: switch landed on plant (-1, -2) of type: T2 with reward chance of: 90% at tick time: 587.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T2 by 1%, now t2pref: 87%, decrease preference for T1 by 1%, now t1pref: 13%.
-- Adding to bee's past flowers: (-1, -2).
-- Bee 0 past flowers: [[-1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2]

+ Bee: 1 finished harvesting plant (-3, -3). Moving off plant.

Bee: 1 strategy: switch landed on plant (-5, -5) of type: T2 with reward chance of: 90% at tick time: 589.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T2 by 1%, now t2pref: 93%, decrease preference for T1 by 1%, now t1pref: 7%.
-- Adding to bee's past flowers: (-5, -5).
-- Bee 1 past flowers: [[-5 -5] [-3 -3] [-4 1] [-2 3] [-2 1] [1 -1] [1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1]

Bee: 2 strategy: switch landed on plant (14, 15) of type: T1 with reward chance of: 10% at tick time: 592.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 9
-- Increase preference for T2 by 1%, now t2pref: 36%, decrease preference for T1 by 1%, now t1pref: 64%.
-- Adding to bee's past flowers: (14, 15).
-- Bee 2 past flowers: [[14 15] [16 18] [18 17] [18 15] [16 16] [13 19] [13 20] [14 20] [15 19] [15 13] [16 13] [19 15] [20 16] [20 19] [13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [T2] Last 4 failure types: [T1 T1 T2]

+ Bee: 0 finished harvesting plant (-1, -2). Moving off plant.

+ Bee: 1 finished harvesting plant (-5, -5). Moving off plant.

Bee: 1 strategy: switch landed on plant (-6, -5) of type: T2 with reward chance of: 90% at tick time: 596.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T2 by 1%, now t2pref: 94%, decrease preference for T1 by 1%, now t1pref: 6%.
-- Adding to bee's past flowers: (-6, -5).
-- Bee 1 past flowers: [[-6 -5] [-5 -5] [-3 -3] [-4 1] [-2 3] [-2 1] [1 -1] [1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1]

Bee: 0 flew over but decided not to land on plant (-1, -3) of type: T1

+ Bee: 2 finished harvesting plant (14, 15). Moving off plant.

Bee: 0 strategy: switch landed on plant (-2, -7) of type: T1 with reward chance of: 10% at tick time: 599.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 1
-- Increase preference for T2 by 1%, now t2pref: 88%, decrease preference for T1 by 1%, now t1pref: 12%.
-- Adding to bee's past flowers: (-2, -7).
-- Bee 0 past flowers: [[-2 -7] [-1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T2]

+ Bee: 1 finished harvesting plant (-6, -5). Moving off plant.

Bee: 2 strategy: switch landed on plant (13, 10) of type: T1 with reward chance of: 10% at tick time: 603.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 9
-- Increase preference for T2 by 1%, now t2pref: 37%, decrease preference for T1 by 1%, now t1pref: 63%.
-- Adding to bee's past flowers: (13, 10).
-- Bee 2 past flowers: [[13 10] [14 15] [16 18] [18 17] [18 15] [16 16] [13 19] [13 20] [14 20] [15 19] [15 13] [16 13] [19 15] [20 16] [20 19]
[13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [T2] Last 4 failure types: [T1 T1 T1 T2]

Bee: 1 flew over but decided not to land on plant (-5, -2) of type: T1

+ Bee: 0 finished harvesting plant (-2, -7). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-3, -2) of type: T1

Bee: 0 strategy: switch landed on plant (-2, -8) of type: T2 with reward chance of: 90% at tick time: 607.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 89%, decrease preference for T1 by 1%, now t1pref: 11%.
-- Adding to bee's past flowers: (-2, -8).
-- Bee 0 past flowers: [[-2 -8] [-2 -7] [-1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T2]

Bee: 1 flew over but decided not to land on plant (-3, -2) of type: T1

Bee: 1 flew over but decided not to land on plant (-5, -2) of type: T1

+ Bee: 2 finished harvesting plant (13, 10). Moving off plant.

Bee: 2 flew over but decided not to land on plant (12, 10) of type: T1

Bee: 1 flew over but decided not to land on plant (-5, -6) of type: T1

+ Bee: 0 finished harvesting plant (-2, -8). Moving off plant.

Bee: 1 strategy: switch landed on plant (-4, -7) of type: T2 with reward chance of: 90% at tick time: 616.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 8.
-- Increase preference for T2 by 1%, now t2pref: 95%, decrease preference for T1 by 1%, now t1pref: 5%.
-- Adding to bee's past flowers: (-4, -7).
-- Bee 1 past flowers: [[-4 -7] [-6 -5] [-5 -5] [-3 -3] [-4 1] [-2 3] [-2 1] [1 -1] [1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1]

Bee: 2 flew over but decided not to land on plant (12, 10) of type: T1

Bee: 2 flew over but decided not to land on plant (14, 11) of type: T2

Bee: 2 flew over but decided not to land on plant (15, 12) of type: T1

Bee: 0 strategy: switch landed on plant (-3, -5) of type: T2 with reward chance of: 90% at tick time: 618.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T2 by 1%, now t2pref: 90%, decrease preference for T1 by 1%, now t1pref: 10%.
-- Adding to bee's past flowers: (-3, -5).
-- Bee 0 past flowers: [[-3 -5] [-2 -8] [-2 -7] [-1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T2]

+ Bee: 1 finished harvesting plant (-4, -7). Moving off plant.

+ Bee: 0 finished harvesting plant (-3, -5). Moving off plant.

Bee: 1 strategy: switch landed on plant (-2, -10) of type: T2 with reward chance of: 90% at tick time: 625.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 9.
-- Increase preference for T2 by 1%, now t2pref: 96%, decrease preference for T1 by 1%, now t1pref: 4%.
-- Adding to bee's past flowers: (-2, -10).
-- Bee 1 past flowers: [[-2 -10] [-4 -7] [-6 -5] [-5 -5] [-3 -3] [-4 1] [-2 3] [-2 1] [1 -1] [1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1]

Bee: 2 flew over but decided not to land on plant (15, 10) of type: T1

+ Bee: 1 finished harvesting plant (-2, -10). Moving off plant.

Bee: 1 strategy: switch landed on plant (-2, -11) of type: T2 with reward chance of: 90% at tick time: 633.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 10.
-- Increase preference for T2 by 1%, now t2pref: 97%, decrease preference for T1 by 1%, now t1pref: 3%.
-- Adding to bee's past flowers: (-2, -11).
-- Bee 1 past flowers: [[-2 -11] [-2 -10] [-4 -7] [-6 -5] [-5 -5] [-3 -3] [-4 1] [-2 3] [-2 1] [1 -1] [1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1]

+ Bee: 1 returning to hive with 10 nutrients.

Bee: 0 strategy: switch landed on plant (-6, -4) of type: T2 with reward chance of: 90% at tick time: 633.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T2 by 1%, now t2pref: 91%, decrease preference for T1 by 1%, now t1pref: 9%.
-- Adding to bee's past flowers: (-6, -4).
-- Bee 0 past flowers: [[-6 -4] [-3 -5] [-2 -8] [-2 -7] [-1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T2]

Bee: 2 flew over but decided not to land on plant (13, 8) of type: T1

Bee: 2 strategy: switch landed on plant (13, 8) of type: T1 with reward chance of: 10% at tick time: 638.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 9
-- Increase preference for T2 by 1%, now t2pref: 38%, decrease preference for T1 by 1%, now t1pref: 62%.
-- Adding to bee's past flowers: (13, 8).
-- Bee 2 past flowers: [[13 8] [13 10] [14 15] [16 18] [18 17] [18 15] [16 16] [13 19] [13 20] [14 20] [15 19] [15 13] [16 13] [19 15] [20 16] [20 19] [13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 1 finished harvesting plant (-1, -2). Moving off plant.

+ Bee: 0 finished harvesting plant (-6, -4). Moving off plant.

Bee: 1 strategy: switch landed on plant (1, 1) of type: T2 with reward chance of: 90% at tick time: 643.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 11.
-- Increase preference for T2 by 1%, now t2pref: 98%, decrease preference for T1 by 1%, now t1pref: 2%.
-- Adding to bee's past flowers: (1, 1).
-- Bee 1 past flowers: [[1 1] [-2 -11] [-2 -10] [-4 -7] [-6 -5] [-5 -5] [-3 -3] [-4 1] [-2 3] [-2 1] [1 -1] [1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1]

++ Bee: 1 transferred 11 nutrients to hive. Current hive total now: 54
-- Clearing Bee: 1 past flowers. Setting off to new bout...

+ Bee: 2 finished harvesting plant (13, 8). Moving off plant.

Bee: 2 flew over but decided not to land on plant (12, 7) of type: T2

Bee: 2 strategy: switch landed on plant (11, 8) of type: T1 with reward chance of: 10% at tick time: 649.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 9
-- Increase preference for T2 by 1%, now t2pref: 39%, decrease preference for T1 by 1%, now t1pref: 61%.
-- Adding to bee's past flowers: (11, 8).
-- Bee 2 past flowers: [[11 8] [13 8] [13 10] [14 15] [16 18] [18 17] [18 15] [16 16] [13 19] [13 20] [14 20] [15 19] [15 13] [16 13] [19 15] [20 16] [20 19] [13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [T2] Last 4 failure types: [T1 T1 T1 T1]

Bee: 0 strategy: switch landed on plant (-8, -4) of type: T2 with reward chance of: 90% at tick time: 649.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T2 by 1%, now t2pref: 92%, decrease preference for T1 by 1%, now t1pref: 8%.
-- Adding to bee's past flowers: (-8, -4).
-- Bee 0 past flowers: [[-8 -4] [-6 -4] [-3 -5] [-2 -8] [-2 -7] [-1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T2]

Bee: 1 strategy: switch landed on plant (-1, -2) of type: T2 with reward chance of: 90% at tick time: 651.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T2 by 1%, now t2pref: 99%, decrease preference for T1 by 1%, now t1pref: 1%.
-- Adding to bee's past flowers: (-1, -2).
-- Bee 1 past flowers: [[-1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1]

+ Bee: 2 finished harvesting plant (11, 8). Moving off plant.

+ Bee: 0 finished harvesting plant (-8, -4). Moving off plant.

+ Bee: 1 finished harvesting plant (-1, -2). Moving off plant.

Bee: 0 strategy: switch landed on plant (-10, -5) of type: T2 with reward chance of: 90% at tick time: 657.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 5
-- Increase preference for T1 by 1%, now t1pref: 9%, decrease preference for T2 by 1%, now t2pref: 91%.
-- Adding to bee's past flowers: (-10, -5).
-- Bee 0 past flowers: [[-10 -5] [-8 -4] [-6 -4] [-3 -5] [-2 -8] [-2 -7] [-1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T1 T1 T2]

Bee: 1 flew over but decided not to land on plant (-1, -4) of type: T1

Bee: 2 flew over but decided not to land on plant (8, 13) of type: T2

Bee: 1 flew over but decided not to land on plant (-1, -4) of type: T1

Bee: 2 strategy: switch landed on plant (8, 13) of type: T2 with reward chance of: 90% at tick time: 661.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 10.
-- Increase preference for T2 by 1%, now t2pref: 40%, decrease preference for T1 by 1%, now t1pref: 60%.
-- Adding to bee's past flowers: (8, 13).
-- Bee 2 past flowers: [[8 13] [11 8] [13 8] [13 10] [14 15] [16 18] [18 17] [18 15] [16 16] [13 19] [13 20] [14 20] [15 19] [15 13] [16 13] [19 15] [20 16] [20 19] [13 16] [9 15] [7 13] [5 14] [4 14] [3 12] [3 8] [-2 12] [-3 14] [-2 9] [-5 8] [-2 1] [-3 -3]]
-- Last 4 success types: [T2 T2] Last 4 failure types: [T1 T1 T1 T1]

+ Bee: 2 returning to hive with 10 nutrients.

Bee: 1 strategy: switch landed on plant (-2, -3) of type: T2 with reward chance of: 90% at tick time: 662.
-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 100%, decrease preference for T1 by 1%, now t1pref: 0%.
-- Adding to bee's past flowers: (-2, -3).
-- Bee 1 past flowers: [[-2 -3] [-1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1]

+ Bee: 0 finished harvesting plant (-10, -5). Moving off plant.

++ Bee: 2 transferred 10 nutrients to hive. Current hive total now: 64

-- Clearing Bee: 2 past flowers. Setting off to new bout...

Bee: 0 flew over but decided not to land on plant (-11, -8) of type: T2

Bee: 2 flew over but decided not to land on plant (1, 1) of type: T2

+ Bee: 1 finished harvesting plant (-2, -3). Moving off plant.

Bee: 2 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 0 flew over but decided not to land on plant (-13, -8) of type: T1

Bee: 2 flew over but decided not to land on plant (1, -1) of type: T2

Bee: 1 flew over but decided not to land on plant (-3, -2) of type: T1

Bee: 2 flew over but decided not to land on plant (1, -1) of type: T2

Bee: 0 strategy: switch landed on plant (-16, -8) of type: T1 with reward chance of: 10% at tick time: 671.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 5
-- Increase preference for T2 by 1%, now t2pref: 92%, decrease preference for T1 by 1%, now t1pref: 8%.
-- Adding to bee's past flowers: (-16, -8).
-- Bee 0 past flowers: [[-16 -8] [-10 -5] [-8 -4] [-6 -4] [-3 -5] [-2 -8] [-2 -7] [-1 -2]]
-- Last 4 success types: [] Last 4 failure types: [T1]

Bee: 2 strategy: switch landed on plant (1, -1) of type: T2 with reward chance of: 90% at tick time: 672.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T2 by 1%, now t2pref: 41%, decrease preference for T1 by 1%, now t1pref: 59%.
-- Adding to bee's past flowers: (1, -1).
-- Bee 2 past flowers: [[1 -1]]
-- Last 4 success types: [T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]

Bee: 1 flew over but decided not to land on plant (-3, -2) of type: T1

Bee: 1 strategy: switch landed on plant (1, -2) of type: T2 with reward chance of: 90% at tick time: 675.
-- Starting attempt of harvest..
+ Bee: 0 finished harvesting plant (-16, -8). Moving off plant.

+ Bee: 2 finished harvesting plant (1, -1). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-15, -7) of type: T1

+ Bee: 1 finished harvesting plant (1, -2). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-15, -6) of type: T2

Bee: 2 strategy: switch landed on plant (4, -2) of type: T2 with reward chance of: 90% at tick time: 683.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 42%, decrease preference for T1 by 1%, now t1pref: 58%.
-- Adding to bee's past flowers: (4, -2).
-- Bee 2 past flowers: [[4 -2] [1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T1 T1 T1]
^ Bee: 2 learnt 4 successful T2s, 4 failed T1: Switching preference now...
^ New t1pref: 42 New t2pref: 58

Bee: 0 flew over but decided not to land on plant (-14, -6) of type: T1

Bee: 0 flew over but decided not to land on plant (-14, -7) of type: T1

Bee: 0 strategy: switch landed on plant (-14, -8) of type: T2 with reward chance of: 90% at tick time: 687.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T2 by 1%, now t2pref: 93%, decrease preference for T1 by 1%, now t1pref: 7%.
-- Adding to bee's past flowers: (-14, -8).
-- Bee 0 past flowers: [[-14 -8] [-16 -8] [-10 -5] [-8 -4] [-6 -4] [-3 -5] [-2 -8] [-2 -7] [-1 -2]]
-- Last 4 success types: [T2] Last 4 failure types: [T1]

+ Bee: 2 finished harvesting plant (4, -2). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-2, -1) of type: T1

Bee: 2 strategy: switch landed on plant (4, -3) of type: T2 with reward chance of: 90% at tick time: 691.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 2
-- Increase preference for T1 by 1%, now t1pref: 43%, decrease preference for T2 by 1%, now t2pref: 57%.
-- Adding to bee's past flowers: (4, -3).
-- Bee 2 past flowers: [[4 -3] [4 -2] [1 -1]]
-- Last 4 success types: [] Last 4 failure types: [T2]

Bee: 1 flew over but decided not to land on plant (-3, -2) of type: T1

+ Bee: 0 finished harvesting plant (-14, -8). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-13, -8) of type: T1

+ Bee: 2 finished harvesting plant (4, -3). Moving off plant.

Bee: 0 strategy: switch landed on plant (-11, -8) of type: T2 with reward chance of: 90% at tick time: 697.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T2 by 1%, now t2pref: 94%, decrease preference for T1 by 1%, now t1pref: 6%.
-- Adding to bee's past flowers: (-11, -8).
-- Bee 0 past flowers: [[-11 -8] [-14 -8] [-16 -8] [-10 -5] [-8 -4] [-6 -4] [-3 -5] [-2 -8] [-2 -7] [-1 -2]]
-- Last 4 success types: [T2 T2] Last 4 failure types: [T1]

Bee: 1 flew over but decided not to land on plant (-5, -2) of type: T1

+ Bee: 0 finished harvesting plant (-11, -8). Moving off plant.

Bee: 0 strategy: switch landed on plant (-10, -6) of type: T2 with reward chance of: 90% at tick time: 704.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 8.
-- Increase preference for T2 by 1%, now t2pref: 95%, decrease preference for T1 by 1%, now t1pref: 5%.
-- Adding to bee's past flowers: (-10, -6).
-- Bee 0 past flowers: [[-10 -6] [-11 -8] [-14 -8] [-16 -8] [-10 -5] [-8 -4] [-6 -4] [-3 -5] [-2 -8] [-2 -7] [-1 -2]]
-- Last 4 success types: [T2 T2 T2] Last 4 failure types: [T1]

Bee: 1 flew over but decided not to land on plant (-5, -2) of type: T1

Bee: 2 flew over but decided not to land on plant (3, 1) of type: T1

Bee: 1 flew over but decided not to land on plant (-3, -2) of type: T1

Bee: 2 flew over but decided not to land on plant (2, 1) of type: T2

Bee: 1 strategy: switch landed on plant (-6, -4) of type: T2 with reward chance of: 90% at tick time: 710.
-- Starting attempt of harvest..
+ Bee: 0 finished harvesting plant (-10, -6). Moving off plant.

Bee: 2 flew over but decided not to land on plant (1, 1) of type: T2

Bee: 0 strategy: switch landed on plant (-10, -7) of type: T2 with reward chance of: 90% at tick time: 713.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 9.
-- Increase preference for T2 by 1%, now t2pref: 96%, decrease preference for T1 by 1%, now t1pref: 4%.
-- Adding to bee's past flowers: (-10, -7).
-- Bee 0 past flowers: [[-10 -7] [-10 -6] [-11 -8] [-14 -8] [-16 -8] [-10 -5] [-8 -4] [-6 -4] [-3 -5] [-2 -8] [-2 -7] [-1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1]

Bee: 2 strategy: switch landed on plant (-2, 1) of type: T2 with reward chance of: 90% at tick time: 715.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T2 by 1%, now t2pref: 58%, decrease preference for T1 by 1%, now t1pref: 42%.
-- Adding to bee's past flowers: (-2, 1).
-- Bee 2 past flowers: [[-2 1] [4 -3] [4 -2] [1 -1]]
-- Last 4 success types: [T2] Last 4 failure types: [T2]

+ Bee: 1 finished harvesting plant (-6, -4). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-8, -3) of type: T1

+ Bee: 0 finished harvesting plant (-10, -7). Moving off plant.

Bee: 1 strategy: switch landed on plant (-8, -4) of type: T2 with reward chance of: 90% at tick time: 720.
-- Starting attempt of harvest..
Bee: 0 flew over but decided not to land on plant (-9, -6) of type: T1

+ Bee: 2 finished harvesting plant (-2, 1). Moving off plant.

Bee: 0 flew over but decided not to land on plant (-9, -6) of type: T1

+ Bee: 1 finished harvesting plant (-8, -4). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-2, 3) of type: T1

Bee: 0 flew over but decided not to land on plant (-9, -6) of type: T1

Bee: 0 strategy: switch landed on plant (-10, -4) of type: T2 with reward chance of: 90% at tick time: 730.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 9
-- Increase preference for T1 by 1%, now t1pref: 5%, decrease preference for T2 by 1%, now t2pref: 95%.
-- Adding to bee's past flowers: (-10, -4).
-- Bee 0 past flowers: [[-10 -4] [-10 -7] [-10 -6] [-11 -8] [-14 -8] [-16 -8] [-10 -5] [-8 -4] [-6 -4] [-3 -5] [-2 -8] [-2 -7] [-1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T1]

Bee: 2 flew over but decided not to land on plant (-4, 8) of type: T2

+ Bee: 0 finished harvesting plant (-10, -4). Moving off plant.

Bee: 0 strategy: switch landed on plant (-9, -4) of type: T1 with reward chance of: 10% at tick time: 737.
-- Starting attempt of harvest..
-- Bee: 0 failed! No change in current nutrition, still: 9
-- Increase preference for T2 by 1%, now t2pref: 96%, decrease preference for T1 by 1%, now t1pref: 4%.
-- Adding to bee's past flowers: (-9, -4).
-- Bee 0 past flowers: [[-9 -4] [-10 -4] [-10 -7] [-10 -6] [-11 -8] [-14 -8] [-16 -8] [-10 -5] [-8 -4] [-6 -4] [-3 -5] [-2 -8] [-2 -7] [-1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2 T1]

Bee: 2 flew over but decided not to land on plant (-4, 8) of type: T2

Bee: 2 strategy: switch landed on plant (-4, 8) of type: T2 with reward chance of: 90% at tick time: 738.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 4.
-- Increase preference for T2 by 1%, now t2pref: 59%, decrease preference for T1 by 1%, now t1pref: 41%.
-- Adding to bee's past flowers: (-4, 8).
-- Bee 2 past flowers: [[-4 8] [-2 1] [4 -3] [4 -2] [1 -1]]
-- Last 4 success types: [T2 T2] Last 4 failure types: [T2]

Bee: 1 strategy: switch landed on plant (-3, -5) of type: T2 with reward chance of: 90% at tick time: 738.
-- Starting attempt of harvest..
-- Bee: 1 failed! No change in current nutrition, still: 5
-- Increase preference for T1 by 1%, now t1pref: 1%, decrease preference for T2 by 1%, now t2pref: 99%.
-- Adding to bee's past flowers: (-3, -5).
-- Bee 1 past flowers: [[-3 -5] [-8 -4] [-6 -4] [1 -2] [-2 -3] [-1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2 T1 T1 T1]

+ Bee: 0 finished harvesting plant (-9, -4). Moving off plant.

+ Bee: 2 finished harvesting plant (-4, 8). Moving off plant.

+ Bee: 1 finished harvesting plant (-3, -5). Moving off plant.

Bee: 2 strategy: switch landed on plant (-5, 8) of type: T2 with reward chance of: 90% at tick time: 745.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 5.
-- Increase preference for T2 by 1%, now t2pref: 60%, decrease preference for T1 by 1%, now t1pref: 40%.
-- Adding to bee's past flowers: (-5, 8).
-- Bee 2 past flowers: [[-5 8] [-4 8] [-2 1] [4 -3] [4 -2] [1 -1]]
-- Last 4 success types: [T2 T2 T2] Last 4 failure types: [T2]

Bee: 1 strategy: switch landed on plant (-3, -4) of type: T2 with reward chance of: 90% at tick time: 747.

-- Starting attempt of harvest..
-- Bee: 1 succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T2 by 1%, now t2pref: 100%, decrease preference for T1 by 1%, now t1pref: 0%.
-- Adding to bee's past flowers: (-3, -4).
-- Bee 1 past flowers: [[-3 -4] [-3 -5] [-8 -4] [-6 -4] [1 -2] [-2 -3] [-1 -2]]
-- Last 4 success types: [T2] Last 4 failure types: []

Bee: 0 strategy: switch landed on plant (-3, -4) of type: T2 with reward chance of: 90% at tick time: 750.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 10.
-- Increase preference for T2 by 1%, now t2pref: 97%, decrease preference for T1 by 1%, now t1pref: 3%.
-- Adding to bee's past flowers: (-3, -4).
-- Bee 0 past flowers: [[-3 -4] [-9 -4] [-10 -4] [-10 -7] [-10 -6] [-11 -8] [-14 -8] [-16 -8] [-10 -5] [-8 -4] [-6 -4] [-3 -5] [-2 -8] [-2 -7] [-1 -2]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2 T1]

+ Bee: 0 returning to hive with 10 nutrients.

+ Bee: 2 finished harvesting plant (-5, 8). Moving off plant.

++ Bee: 0 transferred 10 nutrients to hive. Current hive total now: 74
-- Clearing Bee: 0 past flowers. Setting off to new bout...

+ Bee: 1 finished harvesting plant (-3, -4). Moving off plant.

Bee: 1 strategy: switch landed on plant (-3, -3) of type: T2 with reward chance of: 90% at tick time: 754.
-- Starting attempt of harvest..
Bee: 2 strategy: switch landed on plant (-3, 10) of type: T2 with reward chance of: 90% at tick time: 757.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 6.
-- Increase preference for T2 by 1%, now t2pref: 61%, decrease preference for T1 by 1%, now t1pref: 39%.
-- Adding to bee's past flowers: (-3, 10).
-- Bee 2 past flowers: [[-3 10] [-5 8] [-4 8] [-2 1] [4 -3] [4 -2] [1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2]

Bee: 0 flew over but decided not to land on plant (-1, 3) of type: T1

+ Bee: 1 finished harvesting plant (-3, -3). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-2, -1) of type: T1

Bee: 1 flew over but decided not to land on plant (-2, -1) of type: T1

+ Bee: 2 finished harvesting plant (-3, 10). Moving off plant.

Bee: 0 strategy: switch landed on plant (1, 7) of type: T2 with reward chance of: 90% at tick time: 764.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 1.
-- Increase preference for T2 by 1%, now t2pref: 98%, decrease preference for T1 by 1%, now t1pref: 2%.
-- Adding to bee's past flowers: (1, 7).
-- Bee 0 past flowers: [[1 7]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2 T1]

Bee: 2 strategy: switch landed on plant (-4, 10) of type: T2 with reward chance of: 90% at tick time: 765.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 7.
-- Increase preference for T2 by 1%, now t2pref: 62%, decrease preference for T1 by 1%, now t1pref: 38%.
-- Adding to bee's past flowers: (-4, 10).
-- Bee 2 past flowers: [[-4 10] [-3 10] [-5 8] [-4 8] [-2 1] [4 -3] [4 -2] [1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2]

Bee: 1 strategy: switch landed on plant (1, -1) of type: T2 with reward chance of: 90% at tick time: 766.
-- Starting attempt of harvest..
+ Bee: 0 finished harvesting plant (1, 7). Moving off plant.

+ Bee: 2 finished harvesting plant (-4, 10). Moving off plant.

+ Bee: 1 finished harvesting plant (1, -1). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-5, 10) of type: T1

Bee: 2 flew over but decided not to land on plant (-3, 14) of type: T2

Bee: 0 flew over but decided not to land on plant (-1, 3) of type: T1

Bee: 2 strategy: switch landed on plant (-4, 16) of type: T2 with reward chance of: 90% at tick time: 781.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 8.
-- Increase preference for T2 by 1%, now t2pref: 63%, decrease preference for T1 by 1%, now t1pref: 37%.
-- Adding to bee's past flowers: (-4, 16).
-- Bee 2 past flowers: [[-4 16] [-4 10] [-3 10] [-5 8] [-4 8] [-2 1] [4 -3] [4 -2] [1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T2]

Bee: 0 flew over but decided not to land on plant (-1, 3) of type: T1

Bee: 0 strategy: switch landed on plant (-2, 5) of type: T2 with reward chance of: 90% at tick time: 784.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 2.
-- Increase preference for T2 by 1%, now t2pref: 99%, decrease preference for T1 by 1%, now t1pref: 1%.
-- Adding to bee's past flowers: (-2, 5).
-- Bee 0 past flowers: [[-2 5] [1 7]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2 T1]

+ Bee: 2 finished harvesting plant (-4, 16). Moving off plant.

Bee: 1 strategy: switch landed on plant (2, 1) of type: T2 with reward chance of: 90% at tick time: 790.
-- Starting attempt of harvest..
+ Bee: 0 finished harvesting plant (-2, 5). Moving off plant.

Bee: 2 strategy: switch landed on plant (-7, 17) of type: T1 with reward chance of: 10% at tick time: 791.
-- Starting attempt of harvest..
-- Bee: 2 failed! No change in current nutrition, still: 8
-- Increase preference for T2 by 1%, now t2pref: 64%, decrease preference for T1 by 1%, now t1pref: 36%.
-- Adding to bee's past flowers: (-7, 17).
-- Bee 2 past flowers: [[-7 17] [-4 16] [-4 10] [-3 10] [-5 8] [-4 8] [-2 1] [4 -3] [4 -2] [1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2]

+ Bee: 1 finished harvesting plant (2, 1). Moving off plant.

+ Bee: 2 finished harvesting plant (-7, 17). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-7, 18) of type: T1

Bee: 1 flew over but decided not to land on plant (3, 1) of type: T1

Bee: 1 flew over but decided not to land on plant (4, 2) of type: T1

Bee: 2 strategy: switch landed on plant (-9, 16) of type: T2 with reward chance of: 90% at tick time: 801.
-- Starting attempt of harvest..
-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 9.
-- Increase preference for T2 by 1%, now t2pref: 65%, decrease preference for T1 by 1%, now t1pref: 35%.
-- Adding to bee's past flowers: (-9, 16).
-- Bee 2 past flowers: [[-9 16] [-7 17] [-4 16] [-4 10] [-3 10] [-5 8] [-4 8] [-2 1] [4 -3] [4 -2] [1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2]

Bee: 0 strategy: switch landed on plant (-5, 8) of type: T2 with reward chance of: 90% at tick time: 806.
-- Starting attempt of harvest..
-- Bee: 0 succeeded! Increase nutrition by 1, current nutrition: 3.
-- Increase preference for T2 by 1%, now t2pref: 100%, decrease preference for T1 by 1%, now t1pref: 0%.
-- Adding to bee's past flowers: (-5, 8).
-- Bee 0 past flowers: [[-5 8] [-2 5] [1 7]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2 T1]

+ Bee: 2 finished harvesting plant (-9, 16). Moving off plant.

+ Bee: 0 finished harvesting plant (-5, 8). Moving off plant.

Bee: 2 flew over but decided not to land on plant (-7, 18) of type: T1

Bee: 2 flew over but decided not to land on plant (-7, 19) of type: T1

Bee: 2 strategy: switch landed on plant (-8, 20) of type: T2 with reward chance of: 90% at tick time: 815.
-- Starting attempt of harvest..

-- Bee: 2 succeeded! Increase nutrition by 1, current nutrition: 10.
-- Increase preference for T2 by 1%, now t2pref: 66%, decrease preference for T1 by 1%, now t1pref: 34%.
-- Adding to bee's past flowers: (-8, 20).
-- Bee 2 past flowers: [[-8 20] [-9 16] [-7 17] [-4 16] [-4 10] [-3 10] [-5 8] [-4 8] [-2 1] [4 -3] [4 -2] [1 -1]]
-- Last 4 success types: [T2 T2 T2 T2] Last 4 failure types: [T1 T2]

+ Bee: 2 returning to hive with 10 nutrients.

Bee: 1 strategy: switch landed on plant (9, -2) of type: T2 with reward chance of: 90% at tick time: 815.
-- Starting attempt of harvest..
+ Bee: 1 returning to hive with 10 nutrients.

Bee: 1 flew over but decided not to land on plant (5, -1) of type: T1

++ Bee: 1 transferred 10 nutrients to hive. Current hive total now: 84
-- Clearing Bee: 1 past flowers. Setting off to new bout...

+ Bee: 2 finished harvesting plant (-3, 10). Moving off plant.

Bee: 1 flew over but decided not to land on plant (-2, -1) of type: T1

Bee: 1 flew over but decided not to land on plant (-3, -2) of type: T1

Bee: 2 flew over but decided not to land on plant (-2, 3) of type: T1

++ Bee: 2 transferred 10 nutrients to hive. Current hive total now: 94
-- Clearing Bee: 2 past flowers. Setting off to new bout...

Bee: 1 flew over but decided not to land on plant (-5, -2) of type: T1

Bee: 0 flew over but decided not to land on plant (-8, 4) of type: T1

Bee: 0 strategy: switch landed on plant (-9, 5) of type: T2 with reward chance of: 90% at tick time: 826.
-- Starting attempt of harvest..
Bee: 1 flew over but decided not to land on plant (-5, -2) of type: T1

Bee: 1 flew over but decided not to land on plant (-5, -2) of type: T1

Bee: 1 flew over but decided not to land on plant (-6, -1) of type: T1