```
object
aml_robot.mujoco.push
 world.push world.PushWorld
+ init ()
+ step()
+ get screen point2()
+ get point()
+ get screen point()
```

+ reset_box() + get_box_state() + get_vertices()

+ to_vec() + save_screen() + add_sample() + update() + apply_push() + save_samples()

+ generate_random_push()