time values will of course differ between tests.
Amount of A and B blocks can differ between tests depending on which are destroyed.

SpeedTest1:

output at the start:

```
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
```

Hardness: 1
Resistance: 0

output after grabbing the first power:

```
1056 deployed: org.alia4j.noirin.action.MethodCallAction@12470faf        [* *
bp.base.Ball+.getSpeed(..) throws * exposes[${3}] when
org.alia4j.liam.TruePredicate@7756b388]
ScheduleInfo [time=AROUND, rule=DEFAULT]
1056 deployed: org.alia4j.noirin.action.MethodCallAction@12470faf        [* *
bp.base.Paddle+.getSpeed(..) throws * exposes[${3}] when
org.alia4j.liam.TruePredicate@7756b388]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 8.0
Orientation: 235
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 8.0
Orientation: 8.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
```

output after grabbing any subsequent powers:

```
6765 deployed: org.alia4j.noirin.action.MethodCallAction@12470faf        [* *
bp.base.Ball+.getSpeed(..) throws * exposes[${3}] when
org.alia4j.liam.TruePredicate@7756b388]
ScheduleInfo [time=AROUND, rule=DEFAULT]
6765 deployed: org.alia4j.noirin.action.MethodCallAction@12470faf        [* *
bp.base.Paddle+.getSpeed(..) throws * exposes[${3}] when
org.alia4j.liam.TruePredicate@7756b388]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 10.0
Orientation: 223
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 10.0
Orientation: 10.0
----- Block: A -----
```

```
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
```

SpeedTest2:

output at the start:

```
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 10.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 10.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
```

output after grabbing the first power:

```
1056 deployed: org.alia4j.noirin.action.MethodCallAction@af40c57 [* *
bp.base.Ball+.getSpeed(..) throws * exposes[${-3}] when
org.alia4j.liam.TruePredicate@1c56295f]
ScheduleInfo [time=AROUND, rule=DEFAULT]
1056 deployed: org.alia4j.noirin.action.MethodCallAction@af40c57 [* *
bp.base.Paddle+.getSpeed(..) throws * exposes[${-3}] when
org.alia4j.liam.TruePredicate@1c56295f]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 1.0
Orientation: 82
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 10.0
Speed: 2.0
Orientation: 2.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
```

output after grabbing any subsequent powers:

```
1782 deployed: org.alia4j.noirin.action.MethodCallAction@af40c57 [* *
bp.base.Ball+.getSpeed(..) throws * exposes[${-3}] when
org.alia4j.liam.TruePredicate@1c56295f]
ScheduleInfo [time=AROUND, rule=DEFAULT]
1782 deployed: org.alia4j.noirin.action.MethodCallAction@af40c57 [* *
bp.base.Paddle+.getSpeed(..) throws * exposes[${-3}] when
org.alia4j.liam.TruePredicate@1c56295f]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 1.0
Orientation: 82
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 10.0
Speed: 1.0
Orientation: 1.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
```

SpeedTest3:

output at the start:

```
----- Ball: Ball -----
Size: 10.0
Speed: 1.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 10.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Ball: Ball -----
Size: 10.0
Speed: 1.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 10.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
```

output after grabbing any powers:

1584 deployed: org.alia4j.noirin.action.MethodCallAction@1fe01e3 [* *
bp.base.Ball+.getSpeed(..) throws * exposes[${-3}] when
org.alia4j.liam.TruePredicate@4b2ddf1a]
ScheduleInfo [time=AROUND, rule=DEFAULT]
1584 deployed: org.alia4j.noirin.action.MethodCallAction@1fe01e3 [* *
bp.base.Paddle+.getSpeed(..) throws * exposes[${-30}] when
org.alia4j.liam.TruePredicate@4b2ddf1a]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 10.0
Speed: 1.0
Orientation: 269
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 10.0
Speed: 1.0
Orientation: 1.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0

SpeedTest4:

output at the start:

```
----- Ball: Ball -----
Size: 1.0
Speed: 10.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Ball: Ball -----
Size: 1.0
Speed: 10.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
```

output after grabbing any powers:

924 deployed: org.alia4j.noirin.action.MethodCallAction@7756b388 [* *
bp.base.Ball+.getSpeed(..) throws * exposes[${3}] when
org.alia4j.liam.TruePredicate@5d24e2ed]
ScheduleInfo [time=AROUND, rule=DEFAULT]
924 deployed: org.alia4j.noirin.action.MethodCallAction@7756b388 [* *
bp.base.Paddle+.getSpeed(..) throws * exposes[${30}] when
org.alia4j.liam.TruePredicate@5d24e2ed]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 10.0
Orientation: 209
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 10.0
Orientation: 10.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0