time values will of course differ between tests.

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

**DamageTest1:**

**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: 1

----- Block: A -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 1

----- 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: 1

----- Block: A -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 1

**output after grabbing the first power:**

2376 deployed: org.alia4j.noirin.action.MethodCallAction@77f73362 [\* \* bp.base.Ball+.getDamage(..) throws \* exposes[${1}] when org.alia4j.liam.TruePredicate@64ea476]

ScheduleInfo [time=AROUND, rule=DEFAULT]

----- Ball: Ball -----

Size: 1.0

Speed: 5.788125000000001

Orientation: 271

Damage: 2

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: 1

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 1

**DamageTest2:**

**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: 1

----- Block: A -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 1

----- 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: 1

----- Block: A -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 1

**output after grabbing the first power:**

1749 deployed: org.alia4j.noirin.action.MethodCallAction@7bd0b029 [\* \* bp.base.Ball+.getDamage(..) throws \* exposes[${1}] when org.alia4j.liam.TruePredicate@41dd9340]

ScheduleInfo [time=AROUND, rule=DEFAULT]

----- Ball: Ball -----

Size: 1.0

Speed: 5.5125

Orientation: 245

Damage: 2

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: 1

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 1

**output after the power expires:**

5775 deployed: org.alia4j.noirin.action.MethodCallAction@7bd0b029 [\* \* bp.base.Ball+.getDamage(..) throws \* exposes[${1}] when org.alia4j.liam.TruePredicate@41dd9340]

ScheduleInfo [time=AROUND, rule=DEFAULT]

----- Ball: Ball -----

Size: 1.0

Speed: 5.788125000000001

Orientation: 147

Damage: 1

Immaterial: false

----- Paddle: Paddle -----

Size: 1.0

Speed: 5.0

Orientation: 5.0

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 1

**DamageTest3:**

**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@5b801415 [\* \* bp.base.Ball+.getDamage(..) throws \* exposes[${-1}] when org.alia4j.liam.TruePredicate@35a69da1]

ScheduleInfo [time=AROUND, rule=DEFAULT]

----- Ball: Ball -----

Size: 1.0

Speed: 5.25

Orientation: 235

Damage: 0

Immaterial: false

----- Paddle: Paddle -----

Size: 1.0

Speed: 5.0

Orientation: 5.0

----- 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

**DamageTest4:**

**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: 1

----- Block: A -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 1

----- 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: 1

----- Block: A -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 1

**output after grabbing the first power:**

2541 deployed: org.alia4j.noirin.action.MethodCallAction@545a7070 [\* \* bp.base.Ball+.getDamage(..) throws \* exposes[${-1}] when org.alia4j.liam.TruePredicate@7d8bf453]

ScheduleInfo [time=AROUND, rule=DEFAULT]

----- Ball: Ball -----

Size: 1.0

Speed: 5.788125000000001

Orientation: 89

Damage: 0

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: 1

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 1

**output after the power expires:**

7557 deployed: org.alia4j.noirin.action.MethodCallAction@545a7070 [\* \* bp.base.Ball+.getDamage(..) throws \* exposes[${-1}] when org.alia4j.liam.TruePredicate@7d8bf453]

ScheduleInfo [time=AROUND, rule=DEFAULT]

----- Ball: Ball -----

Size: 1.0

Speed: 6.381407812500001

Orientation: 332

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: 1

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 1