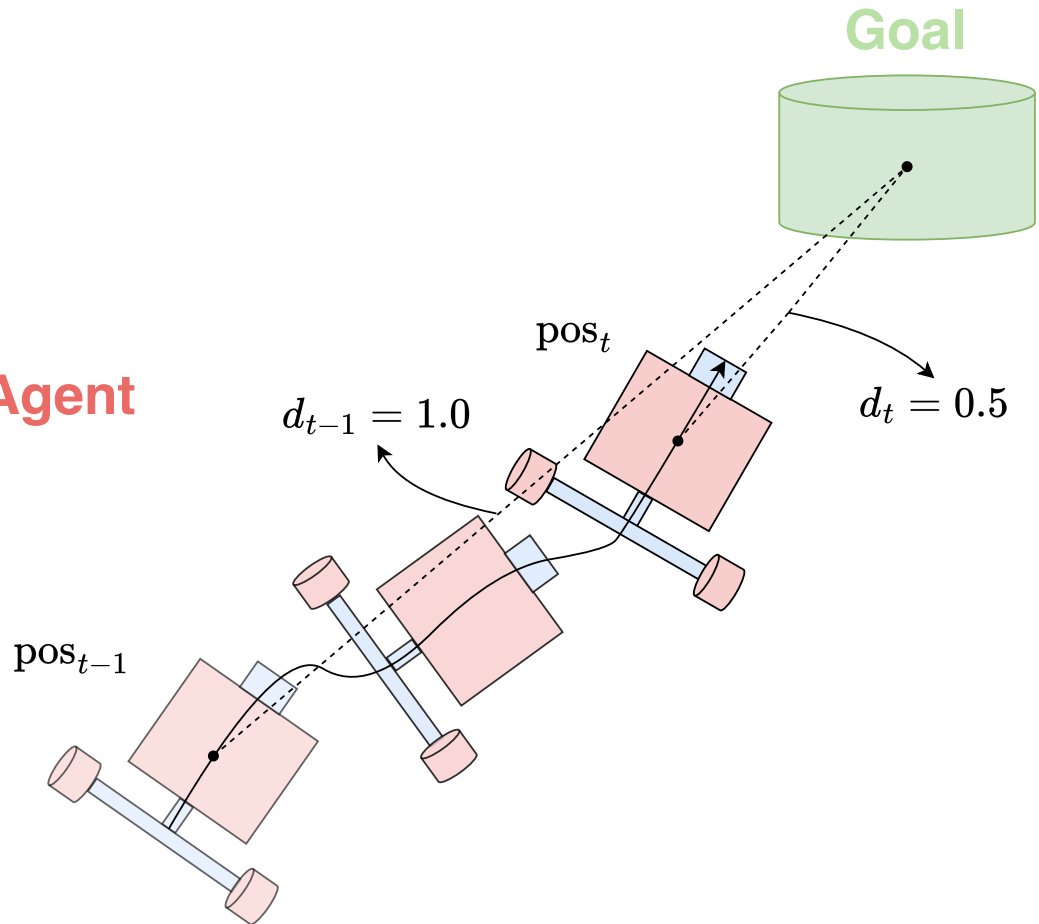


Agent

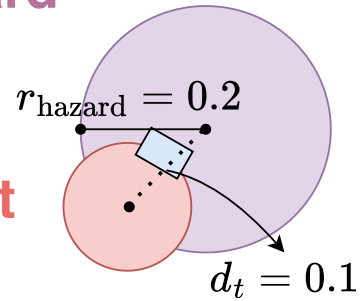
Goal



reward = 0.5

Hazard

Agent



cost = 0.1