Overlay: Single Map + Multiple Real Runs (base)

Legend:
- real_episode_20260203_111025_base [collision]
- real_episode_20260203_111702_base [timeout]
- real_episode_20260203_111604_base [target_reached]
- real_episode_20260203_111451_base [target_reached]
- real_episode_20260203_111109_base [collision]
- real_episode_20260203_110942_base [collision]
- real_episode_20260203_110839_base [target_reached]
- real_episode_20260203_100039_base [target_reached]
- real_episode_20260203_110756_base [collision]
- real_episode_20260203_112109_base [timeout]

- ▲ Start
- ■ Goal
- ● End: target_reached
- ◆ End: collision
- ✖ End: timeout

X (m)
Y (m)