

## Science World (Text Simulation)

Task	Your task is to focus on the 4 life stages of the turtle, starting from earliest to latest.
Variation	0 / 14

### Move 0

This room is called the hallway. In it, you see:

- a substance called air
- a picture
- the agent

You also see:

- A door to the workshop (that is closed)
- A door to the art studio (that is closed)
- A door to the kitchen (that is closed)
- A door to the living room (that is closed)
- A door to the green house (that is closed)
- A door to the bedroom (that is closed)

Reward:	0																																				
Score:	0																																				
isCompleted:	False																																				
goal progress:	<p>Completed keys: -----</p> <p>Sequential Subgoals: -----</p> <table border="0"> <tr> <td>0</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 1</td> </tr> <tr> <td>1</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 2</td> </tr> <tr> <td>2</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 3</td> </tr> <tr> <td>3</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 4</td> </tr> </table> <p>-----</p> <p>Unordered and Optional Subgoals: -----</p> <table border="0"> <tr> <td>0</td> <td>false</td> <td>GoalMoveToNewLocation</td> <td>Move to a new location (unless starting in task location)</td> </tr> <tr> <td>1</td> <td>false</td> <td>GoalMoveToLocation</td> <td>Move to the location asked by the task</td> </tr> <tr> <td>2</td> <td>false</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 10 steps</td> </tr> <tr> <td>3</td> <td>false</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 20 steps</td> </tr> <tr> <td>4</td> <td>false</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 30 steps</td> </tr> </table> <p>-----</p>	0	false	GoalFindLivingThingStage	focus on animal in life stage 1	1	false	GoalFindLivingThingStage	focus on animal in life stage 2	2	false	GoalFindLivingThingStage	focus on animal in life stage 3	3	false	GoalFindLivingThingStage	focus on animal in life stage 4	0	false	GoalMoveToNewLocation	Move to a new location (unless starting in task location)	1	false	GoalMoveToLocation	Move to the location asked by the task	2	false	GoalStayInLocation	Stay in goal location for 10 steps	3	false	GoalStayInLocation	Stay in goal location for 20 steps	4	false	GoalStayInLocation	Stay in goal location for 30 steps
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> open door to green house

### Move 1

The door is now open.

Reward:	0
Score:	0

isCompleted:	False
goal progress:	Completed keys: -----
	Sequential Subgoals: -----
	0 false GoalFindLivingThingStage focus on animal in life stage 1
	1 false GoalFindLivingThingStage focus on animal in life stage 2
	2 false GoalFindLivingThingStage focus on animal in life stage 3
	3 false GoalFindLivingThingStage focus on animal in life stage 4
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	Unordered and Optional Subgoals: -----
	0 false GoalMoveToNewLocation Move to a new location (unless starting in task location)
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3 false GoalStayInLocation Stay in goal location for 20 steps	
4 false GoalStayInLocation Stay in goal location for 30 steps	
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> go to green house

## Move 2

You move to the green house.

Reward:	4
Score:	4
isCompleted:	False
goal progress:	Completed keys: -----
	Sequential Subgoals: -----
	0 false GoalFindLivingThingStage focus on animal in life stage 1
	1 false GoalFindLivingThingStage focus on animal in life stage 2
	2 false GoalFindLivingThingStage focus on animal in life stage 3
	3 false GoalFindLivingThingStage focus on animal in life stage 4
	-----
	Unordered and Optional Subgoals: -----
	0 true GoalMoveToNewLocation Move to a new location (unless starting in task location)
	1 false GoalMoveToLocation Move to the location asked by the task
2 false GoalStayInLocation Stay in goal location for 10 steps	
3 false GoalStayInLocation Stay in goal location for 20 steps	
4 false GoalStayInLocation Stay in goal location for 30 steps	
-----	

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> look around

### Move 3

This room is called the green house. In it, you see:

- a bee hive. The bee hive door is closed.
- a jug (containing nothing)
- a shovel
- a substance called air
- a sink, which is turned off. In the sink is: nothing.
- the agent

You also see:

- A door to the hallway (that is open)
- A door to the outside (that is closed)

<b>Reward:</b>	<b>0</b>																																				
Score:	4																																				
isCompleted:	False																																				
goal progress:	<p>Completed keys: -----</p> <p>Sequential Subgoals: -----</p> <table> <tr> <td>0</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 1</td> </tr> <tr> <td>1</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 2</td> </tr> <tr> <td>2</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 3</td> </tr> <tr> <td>3</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 4</td> </tr> </table> <p>-----</p> <p>Unordered and Optional Subgoals: -----</p> <table> <tr> <td>0</td> <td>true</td> <td>GoalMoveToNewLocation</td> <td>Move to a new location (unless starting in task location)</td> </tr> <tr> <td>1</td> <td>false</td> <td>GoalMoveToLocation</td> <td>Move to the location asked by the task</td> </tr> <tr> <td>2</td> <td>false</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 10 steps</td> </tr> <tr> <td>3</td> <td>false</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 20 steps</td> </tr> <tr> <td>4</td> <td>false</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 30 steps</td> </tr> </table> <p>-----</p>	0	false	GoalFindLivingThingStage	focus on animal in life stage 1	1	false	GoalFindLivingThingStage	focus on animal in life stage 2	2	false	GoalFindLivingThingStage	focus on animal in life stage 3	3	false	GoalFindLivingThingStage	focus on animal in life stage 4	0	true	GoalMoveToNewLocation	Move to a new location (unless starting in task location)	1	false	GoalMoveToLocation	Move to the location asked by the task	2	false	GoalStayInLocation	Stay in goal location for 10 steps	3	false	GoalStayInLocation	Stay in goal location for 20 steps	4	false	GoalStayInLocation	Stay in goal location for 30 steps
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> open door to outside

### Move 4

The door is now open.

<b>Reward:</b>	<b>0</b>												
Score:	4												
isCompleted:	False												
	<p>Completed keys: -----</p> <p>Sequential Subgoals: -----</p> <table> <tr> <td>0</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 1</td> </tr> <tr> <td>1</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 2</td> </tr> <tr> <td>2</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 3</td> </tr> </table>	0	false	GoalFindLivingThingStage	focus on animal in life stage 1	1	false	GoalFindLivingThingStage	focus on animal in life stage 2	2	false	GoalFindLivingThingStage	focus on animal in life stage 3
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1	false	GoalFindLivingThingStage	focus on animal in life stage 2										
2	false	GoalFindLivingThingStage	focus on animal in life stage 3										

goal progress:	3	false	GoalFindLivingThingStage	focus on animal in life stage 4
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Unordered and Optional Subgoals:				
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	0	true	GoalMoveToNewLocation	Move to a new location (unless starting in task location)
	1	false	GoalMoveToLocation	Move to the location asked by the task
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	3	false	GoalStayInLocation	Stay in goal location for 20 steps
	4	false	GoalStayInLocation	Stay in goal location for 30 steps
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> go outside

### Move 5

You move to the outside.

Reward:	4			
Score:	8			
isCompleted:	False			
goal progress:	Completed keys:			
	-----			
	Sequential Subgoals:			
	-----			
	0	false	GoalFindLivingThingStage	focus on animal in life stage 1
	1	false	GoalFindLivingThingStage	focus on animal in life stage 2
	2	false	GoalFindLivingThingStage	focus on animal in life stage 3
	3	false	GoalFindLivingThingStage	focus on animal in life stage 4
	-----			
	Unordered and Optional Subgoals:			
-----				
	0	true	GoalMoveToNewLocation	Move to a new location (unless starting in task location)
	1	true	GoalMoveToLocation	Move to the location asked by the task
	2	false	GoalStayInLocation	Stay in goal location for 10 steps
	3	false	GoalStayInLocation	Stay in goal location for 20 steps
	4	false	GoalStayInLocation	Stay in goal location for 30 steps
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> look around

### Move 6

This outside location is called the outside. Here you see:

- an axe
- a fire pit (containing nothing)
- a parrot egg
- a baby wolf
- the ground
- a butterfly egg
- a substance called air

- a substance called wood
- a turtle egg
- a baby beaver
- the agent
- a fountain (containing a substance called water)
- a giant tortoise egg

You also see:

- A door to the kitchen (that is closed)
- A door to the green house (that is open)
- A door to the foundry (that is closed)

<b>Reward:</b>	<b>0</b>
Score:	8
isCompleted:	False
goal progress:	<p>Completed keys:</p> <p>-----</p> <p>Sequential Subgoals:</p> <p>-----</p> <p>0 false GoalFindLivingThingStage focus on animal in life stage 1</p> <p>1 false GoalFindLivingThingStage focus on animal in life stage 2</p> <p>2 false GoalFindLivingThingStage focus on animal in life stage 3</p> <p>3 false GoalFindLivingThingStage focus on animal in life stage 4</p> <p>-----</p> <p>Unordered and Optional Subgoals:</p> <p>-----</p> <p>0 true GoalMoveToNewLocation Move to a new location (unless starting in task location)</p> <p>1 true GoalMoveToLocation Move to the location asked by the task</p> <p>2 false GoalStayInLocation Stay in goal location for 10 steps</p> <p>3 false GoalStayInLocation Stay in goal location for 20 steps</p> <p>4 false GoalStayInLocation Stay in goal location for 30 steps</p> <p>-----</p>

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> focus on turtle egg

### Move 7

You focus on the turtle egg.

<b>Reward:</b>	<b>25</b>
Score:	33
isCompleted:	False
goal progress:	<p>Completed keys:</p> <p>-----</p> <p>Sequential Subgoals:</p> <p>-----</p> <p>0 true GoalFindLivingThingStage focus on animal in life stage 1</p> <p>1 false GoalFindLivingThingStage focus on animal in life stage 2</p> <p>2 false GoalFindLivingThingStage focus on animal in life stage 3</p> <p>3 false GoalFindLivingThingStage focus on animal in life stage 4</p> <p>-----</p>

Unordered and Optional Subgoals:		
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3	false	GoalStayInLocation Stay in goal location for 20 steps
4	false	GoalStayInLocation Stay in goal location for 30 steps

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> look around

### Move 8

This outside location is called the outside. Here you see:

- an axe
- a fire pit (containing nothing)
- a parrot egg
- a baby wolf
- the ground
- a butterfly egg
- a substance called air
- a substance called wood
- a turtle egg
- a baby beaver
- the agent
- a fountain (containing a substance called water)
- a giant tortoise egg

You also see:

- A door to the kitchen (that is closed)
- A door to the green house (that is open)
- A door to the foundry (that is closed)

<b>Reward:</b>	<b>0</b>																											
Score:	33																											
isCompleted:	False																											
goal progress:	<p>Completed keys:</p> <p>-----</p> <p>Sequential Subgoals:</p> <p>-----</p> <table> <tbody> <tr> <td>0</td> <td>true</td> <td>GoalFindLivingThingStage focus on animal in life stage 1</td> </tr> <tr> <td>1</td> <td>false</td> <td>GoalFindLivingThingStage focus on animal in life stage 2</td> </tr> <tr> <td>2</td> <td>false</td> <td>GoalFindLivingThingStage focus on animal in life stage 3</td> </tr> <tr> <td>3</td> <td>false</td> <td>GoalFindLivingThingStage focus on animal in life stage 4</td> </tr> </tbody> </table> <p>-----</p> <p>Unordered and Optional Subgoals:</p> <p>-----</p> <table> <tbody> <tr> <td>0</td> <td>true</td> <td>GoalMoveToNewLocation Move to a new location (unless starting in task location)</td> </tr> <tr> <td>1</td> <td>true</td> <td>GoalMoveToLocation Move to the location asked by the task</td> </tr> <tr> <td>2</td> <td>false</td> <td>GoalStayInLocation Stay in goal location for 10 steps</td> </tr> <tr> <td>3</td> <td>false</td> <td>GoalStayInLocation Stay in goal location for 20 steps</td> </tr> <tr> <td>4</td> <td>false</td> <td>GoalStayInLocation Stay in goal location for 30 steps</td> </tr> </tbody> </table>	0	true	GoalFindLivingThingStage focus on animal in life stage 1	1	false	GoalFindLivingThingStage focus on animal in life stage 2	2	false	GoalFindLivingThingStage focus on animal in life stage 3	3	false	GoalFindLivingThingStage focus on animal in life stage 4	0	true	GoalMoveToNewLocation Move to a new location (unless starting in task location)	1	true	GoalMoveToLocation Move to the location asked by the task	2	false	GoalStayInLocation Stay in goal location for 10 steps	3	false	GoalStayInLocation Stay in goal location for 20 steps	4	false	GoalStayInLocation Stay in goal location for 30 steps
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> wait

## Move 9

You decide to wait for 10 iterations.

<b>Reward:</b>	<b>12</b>																																				
Score:	45																																				
isCompleted:	False																																				
goal progress:	<p>Completed keys: -----</p> <p>Sequential Subgoals: -----</p> <table> <tr> <td>0</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 1</td> </tr> <tr> <td>1</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 2</td> </tr> <tr> <td>2</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 3</td> </tr> <tr> <td>3</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 4</td> </tr> </table> <p>-----</p> <p>Unordered and Optional Subgoals: -----</p> <table> <tr> <td>0</td> <td>true</td> <td>GoalMoveToNewLocation</td> <td>Move to a new location (unless starting in task location)</td> </tr> <tr> <td>1</td> <td>true</td> <td>GoalMoveToLocation</td> <td>Move to the location asked by the task</td> </tr> <tr> <td>2</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 10 steps</td> </tr> <tr> <td>3</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 20 steps</td> </tr> <tr> <td>4</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 30 steps</td> </tr> </table> <p>-----</p>	0	true	GoalFindLivingThingStage	focus on animal in life stage 1	1	false	GoalFindLivingThingStage	focus on animal in life stage 2	2	false	GoalFindLivingThingStage	focus on animal in life stage 3	3	false	GoalFindLivingThingStage	focus on animal in life stage 4	0	true	GoalMoveToNewLocation	Move to a new location (unless starting in task location)	1	true	GoalMoveToLocation	Move to the location asked by the task	2	true	GoalStayInLocation	Stay in goal location for 10 steps	3	true	GoalStayInLocation	Stay in goal location for 20 steps	4	true	GoalStayInLocation	Stay in goal location for 30 steps
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> look around

## Move 10

This outside location is called the outside. Here you see:

- an axe
- a fire pit (containing nothing)
- a parrot egg
- a baby wolf
- the ground
- a butterfly egg
- a substance called air
- a substance called wood
- a turtle egg
- a baby beaver
- the agent
- a fountain (containing a substance called water)
- a giant tortoise egg

You also see:

A door to the kitchen (that is closed)  
 A door to the green house (that is open)  
 A door to the foundry (that is closed)

<b>Reward:</b>	<b>0</b>
Score:	45
isCompleted:	False
goal progress:	Completed keys: ----- Sequential Subgoals: ----- 0 true            GoalFindLivingThingStage focus on animal in life stage 1 1 false           GoalFindLivingThingStage focus on animal in life stage 2 2 false           GoalFindLivingThingStage focus on animal in life stage 3 3 false           GoalFindLivingThingStage focus on animal in life stage 4 ----- Unordered and Optional Subgoals: ----- 0 true            GoalMoveToNewLocation Move to a new location (unless starting in task location) 1 true            GoalMoveToLocation    Move to the location asked by the task 2 true            GoalStayInLocation Stay in goal location for 10 steps 3 true            GoalStayInLocation Stay in goal location for 20 steps 4 true            GoalStayInLocation Stay in goal location for 30 steps -----

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> wait

### Move 11

You decide to wait for 10 iterations.

<b>Reward:</b>	<b>0</b>
Score:	45
isCompleted:	False
goal progress:	Completed keys: ----- Sequential Subgoals: ----- 0 true            GoalFindLivingThingStage focus on animal in life stage 1 1 false           GoalFindLivingThingStage focus on animal in life stage 2 2 false           GoalFindLivingThingStage focus on animal in life stage 3 3 false           GoalFindLivingThingStage focus on animal in life stage 4 ----- Unordered and Optional Subgoals: ----- 0 true            GoalMoveToNewLocation Move to a new location (unless starting in task location) 1 true            GoalMoveToLocation    Move to the location asked by the task 2 true            GoalStayInLocation Stay in goal location for 10 steps 3 true            GoalStayInLocation Stay in goal location for 20 steps 4 true            GoalStayInLocation Stay in goal location for 30 steps



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> look around

### Move 12

This outside location is called the outside. Here you see:

- an axe
- a fire pit (containing nothing)
- a hatchling parrot
- a juvenile wolf
- the ground
- a caterpillar
- a substance called air
- a substance called wood
- a hatchling turtle
- a juvenile beaver
- the agent
- a fountain (containing a substance called water)
- a hatchling giant tortoise

You also see:

- A door to the kitchen (that is closed)
- A door to the green house (that is open)
- A door to the foundry (that is closed)

Reward:	0																																				
Score:	45																																				
isCompleted:	False																																				
goal progress:	<p>Completed keys: -----</p> <p>Sequential Subgoals: -----</p> <table border="0"> <tr> <td>0</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 1</td> </tr> <tr> <td>1</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 2</td> </tr> <tr> <td>2</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 3</td> </tr> <tr> <td>3</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 4</td> </tr> </table> <p>-----</p> <p>Unordered and Optional Subgoals: -----</p> <table border="0"> <tr> <td>0</td> <td>true</td> <td>GoalMoveToNewLocation</td> <td>Move to a new location (unless starting in task location)</td> </tr> <tr> <td>1</td> <td>true</td> <td>GoalMoveToLocation</td> <td>Move to the location asked by the task</td> </tr> <tr> <td>2</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 10 steps</td> </tr> <tr> <td>3</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 20 steps</td> </tr> <tr> <td>4</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 30 steps</td> </tr> </table> <p>-----</p>	0	true	GoalFindLivingThingStage	focus on animal in life stage 1	1	false	GoalFindLivingThingStage	focus on animal in life stage 2	2	false	GoalFindLivingThingStage	focus on animal in life stage 3	3	false	GoalFindLivingThingStage	focus on animal in life stage 4	0	true	GoalMoveToNewLocation	Move to a new location (unless starting in task location)	1	true	GoalMoveToLocation	Move to the location asked by the task	2	true	GoalStayInLocation	Stay in goal location for 10 steps	3	true	GoalStayInLocation	Stay in goal location for 20 steps	4	true	GoalStayInLocation	Stay in goal location for 30 steps
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> focus on a hatchling turtle

### Move 13

You focus on the hatchling turtle.

<b>Reward:</b>	<b>25</b>
Score:	70
isCompleted:	False
goal progress:	Completed keys: -----
	Sequential Subgoals: -----
	0 true GoalFindLivingThingStage focus on animal in life stage 1
	1 true GoalFindLivingThingStage focus on animal in life stage 2
	2 false GoalFindLivingThingStage focus on animal in life stage 3
	3 false GoalFindLivingThingStage focus on animal in life stage 4
Unordered and Optional Subgoals: -----	
0 true GoalMoveToNewLocation Move to a new location (unless starting in task location)	
1 true GoalMoveToLocation Move to the location asked by the task	
2 true GoalStayInLocation Stay in goal location for 10 steps	
3 true GoalStayInLocation Stay in goal location for 20 steps	
4 true GoalStayInLocation Stay in goal location for 30 steps	
	-----

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> look around

### Move 14

This outside location is called the outside. Here you see:

- an axe
- a fire pit (containing nothing)
- a hatchling parrot
- a juvenile wolf
- the ground
- a caterpillar
- a substance called air
- a substance called wood
- a hatchling turtle
- a juvenile beaver
- the agent
- a fountain (containing a substance called water)
- a hatchling giant tortoise

You also see:

- A door to the kitchen (that is closed)
- A door to the green house (that is open)
- A door to the foundry (that is closed)

<b>Reward:</b>	<b>0</b>
Score:	70
isCompleted:	False
	Completed keys:

goal progress:	-----	
	Sequential Subgoals:	
	-----	
	0	true      GoalFindLivingThingStage focus on animal in life stage 1
	1	true      GoalFindLivingThingStage focus on animal in life stage 2
	2	false      GoalFindLivingThingStage focus on animal in life stage 3
	3	false      GoalFindLivingThingStage focus on animal in life stage 4
	-----	
	Unordered and Optional Subgoals:	
	-----	
0	true      GoalMoveToNewLocation Move to a new location (unless starting in task location)	
1	true      GoalMoveToLocation Move to the location asked by the task	
2	true      GoalStayInLocation Stay in goal location for 10 steps	
3	true      GoalStayInLocation Stay in goal location for 20 steps	
4	true      GoalStayInLocation Stay in goal location for 30 steps	
-----		

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> wait

### Move 15

You decide to wait for 10 iterations.

<b>Reward:</b>	<b>0</b>	
Score:	70	
isCompleted:	False	
goal progress:	Completed keys:	
	-----	
	Sequential Subgoals:	
	-----	
	0	true      GoalFindLivingThingStage focus on animal in life stage 1
	1	true      GoalFindLivingThingStage focus on animal in life stage 2
	2	false      GoalFindLivingThingStage focus on animal in life stage 3
	3	false      GoalFindLivingThingStage focus on animal in life stage 4
	-----	
	Unordered and Optional Subgoals:	
-----		
0	true      GoalMoveToNewLocation Move to a new location (unless starting in task location)	
1	true      GoalMoveToLocation Move to the location asked by the task	
2	true      GoalStayInLocation Stay in goal location for 10 steps	
3	true      GoalStayInLocation Stay in goal location for 20 steps	
4	true      GoalStayInLocation Stay in goal location for 30 steps	
-----		

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> look around

### Move 16

This outside location is called the outside. Here you see:

- an axe
- a fire pit (containing nothing)
- a hatchling parrot
- a juvenile wolf
- the ground
- a caterpillar
- a substance called air
- a substance called wood
- a hatchling turtle
- a juvenile beaver
- the agent
- a fountain (containing a substance called water)
- a hatchling giant tortoise

You also see:

- A door to the kitchen (that is closed)
- A door to the green house (that is open)
- A door to the foundry (that is closed)

<b>Reward:</b>	<b>0</b>																																				
Score:	70																																				
isCompleted:	False																																				
goal progress:	<p>Completed keys: -----</p> <p>Sequential Subgoals: -----</p> <table> <tr> <td>0</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 1</td> </tr> <tr> <td>1</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 2</td> </tr> <tr> <td>2</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 3</td> </tr> <tr> <td>3</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 4</td> </tr> </table> <p>-----</p> <p>Unordered and Optional Subgoals: -----</p> <table> <tr> <td>0</td> <td>true</td> <td>GoalMoveToNewLocation</td> <td>Move to a new location (unless starting in task location)</td> </tr> <tr> <td>1</td> <td>true</td> <td>GoalMoveToLocation</td> <td>Move to the location asked by the task</td> </tr> <tr> <td>2</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 10 steps</td> </tr> <tr> <td>3</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 20 steps</td> </tr> <tr> <td>4</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 30 steps</td> </tr> </table> <p>-----</p>	0	true	GoalFindLivingThingStage	focus on animal in life stage 1	1	true	GoalFindLivingThingStage	focus on animal in life stage 2	2	false	GoalFindLivingThingStage	focus on animal in life stage 3	3	false	GoalFindLivingThingStage	focus on animal in life stage 4	0	true	GoalMoveToNewLocation	Move to a new location (unless starting in task location)	1	true	GoalMoveToLocation	Move to the location asked by the task	2	true	GoalStayInLocation	Stay in goal location for 10 steps	3	true	GoalStayInLocation	Stay in goal location for 20 steps	4	true	GoalStayInLocation	Stay in goal location for 30 steps
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3	true	GoalStayInLocation	Stay in goal location for 20 steps																																		
4	true	GoalStayInLocation	Stay in goal location for 30 steps																																		

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> wait

### Move 17

You decide to wait for 10 iterations.

<b>Reward:</b>	<b>0</b>
Score:	70
isCompleted:	False
	Completed keys:

goal progress:	-----	
	Sequential Subgoals:	
	-----	
	0	true            GoalFindLivingThingStage focus on animal in life stage 1
	1	true            GoalFindLivingThingStage focus on animal in life stage 2
	2	false            GoalFindLivingThingStage focus on animal in life stage 3
	3	false            GoalFindLivingThingStage focus on animal in life stage 4
	-----	
	Unordered and Optional Subgoals:	
	-----	
0	true            GoalMoveToNewLocation Move to a new location (unless starting in task location)	
1	true            GoalMoveToLocation Move to the location asked by the task	
2	true            GoalStayInLocation Stay in goal location for 10 steps	
3	true            GoalStayInLocation Stay in goal location for 20 steps	
4	true            GoalStayInLocation Stay in goal location for 30 steps	
-----		

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> look around

### Move 18

This outside location is called the outside. Here you see:

- an axe
- a fire pit (containing nothing)
- a juvenile parrot
- a adult wolf
- the ground
- a butterfly pupa
- a substance called air
- a substance called wood
- a juvenile turtle
- a adult beaver
- the agent
- a fountain (containing a substance called water)
- a juvenile giant tortoise

You also see:

- A door to the kitchen (that is closed)
- A door to the green house (that is open)
- A door to the foundry (that is closed)

<b>Reward:</b>	<b>0</b>
Score:	70
isCompleted:	False
Completed keys:	
-----	
Sequential Subgoals:	
-----	
0	true            GoalFindLivingThingStage focus on animal in life stage 1
1	true            GoalFindLivingThingStage focus on animal in life stage 2
2	false            GoalFindLivingThingStage focus on animal in life stage 3
3	false            GoalFindLivingThingStage focus on animal in life stage 4

goal progress:	----- Unordered and Optional Subgoals: -----
	0 true GoalMoveToNewLocation Move to a new location (unless starting in task location)
	1 true GoalMoveToLocation Move to the location asked by the task
	2 true GoalStayInLocation Stay in goal location for 10 steps
	3 true GoalStayInLocation Stay in goal location for 20 steps
	4 true GoalStayInLocation Stay in goal location for 30 steps -----

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> focus on a juvenile turtle

### Move 19

You focus on the juvenile turtle.

Reward:	25
Score:	95
isCompleted:	False
goal progress:	Completed keys: ----- Sequential Subgoals: ----- 0 true GoalFindLivingThingStage focus on animal in life stage 1 1 true GoalFindLivingThingStage focus on animal in life stage 2 2 true GoalFindLivingThingStage focus on animal in life stage 3 3 false GoalFindLivingThingStage focus on animal in life stage 4 ----- Unordered and Optional Subgoals: ----- 0 true GoalMoveToNewLocation Move to a new location (unless starting in task location) 1 true GoalMoveToLocation Move to the location asked by the task 2 true GoalStayInLocation Stay in goal location for 10 steps 3 true GoalStayInLocation Stay in goal location for 20 steps 4 true GoalStayInLocation Stay in goal location for 30 steps -----

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> look around

### Move 20

This outside location is called the outside. Here you see:

- an axe
- a fire pit (containing nothing)
- a juvenile parrot
- a adult wolf
- the ground
- a butterfly pupa
- a substance called air
- a substance called wood

- a juvenile turtle
- a adult beaver
- the agent
- a fountain (containing a substance called water)
- a juvenile giant tortoise

You also see:

- A door to the kitchen (that is closed)
- A door to the green house (that is open)
- A door to the foundry (that is closed)

<b>Reward:</b>	<b>0</b>																																				
Score:	95																																				
isCompleted:	False																																				
goal progress:	<p>Completed keys: -----</p> <p>Sequential Subgoals: -----</p> <table border="0"> <tr> <td>0</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 1</td> </tr> <tr> <td>1</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 2</td> </tr> <tr> <td>2</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 3</td> </tr> <tr> <td>3</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 4</td> </tr> </table> <p>-----</p> <p>Unordered and Optional Subgoals: -----</p> <table border="0"> <tr> <td>0</td> <td>true</td> <td>GoalMoveToNewLocation</td> <td>Move to a new location (unless starting in task location)</td> </tr> <tr> <td>1</td> <td>true</td> <td>GoalMoveToLocation</td> <td>Move to the location asked by the task</td> </tr> <tr> <td>2</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 10 steps</td> </tr> <tr> <td>3</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 20 steps</td> </tr> <tr> <td>4</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 30 steps</td> </tr> </table> <p>-----</p>	0	true	GoalFindLivingThingStage	focus on animal in life stage 1	1	true	GoalFindLivingThingStage	focus on animal in life stage 2	2	true	GoalFindLivingThingStage	focus on animal in life stage 3	3	false	GoalFindLivingThingStage	focus on animal in life stage 4	0	true	GoalMoveToNewLocation	Move to a new location (unless starting in task location)	1	true	GoalMoveToLocation	Move to the location asked by the task	2	true	GoalStayInLocation	Stay in goal location for 10 steps	3	true	GoalStayInLocation	Stay in goal location for 20 steps	4	true	GoalStayInLocation	Stay in goal location for 30 steps
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4	true	GoalStayInLocation	Stay in goal location for 30 steps																																		

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> wait

## Move 21

You decide to wait for 10 iterations.

<b>Reward:</b>	<b>0</b>																
Score:	95																
isCompleted:	False																
goal progress:	<p>Completed keys: -----</p> <p>Sequential Subgoals: -----</p> <table border="0"> <tr> <td>0</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 1</td> </tr> <tr> <td>1</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 2</td> </tr> <tr> <td>2</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 3</td> </tr> <tr> <td>3</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 4</td> </tr> </table> <p>-----</p> <p>Unordered and Optional Subgoals: -----</p>	0	true	GoalFindLivingThingStage	focus on animal in life stage 1	1	true	GoalFindLivingThingStage	focus on animal in life stage 2	2	true	GoalFindLivingThingStage	focus on animal in life stage 3	3	false	GoalFindLivingThingStage	focus on animal in life stage 4
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0	true	GoalMoveToNewLocation	Move to a new location (unless starting in task location)
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3	true	GoalStayInLocation	Stay in goal location for 20 steps
4	true	GoalStayInLocation	Stay in goal location for 30 steps

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> look around

## Move 22

This outside location is called the outside. Here you see:

- an axe
- a fire pit (containing nothing)
- a adult parrot
- a adult wolf
- the ground
- a adult butterfly
- a substance called air
- a substance called wood
- a adult turtle
- a adult beaver
- the agent
- a fountain (containing a substance called water)
- a adult giant tortoise

You also see:

- A door to the kitchen (that is closed)
- A door to the green house (that is open)
- A door to the foundry (that is closed)

<b>Reward:</b>	<b>0</b>																																				
Score:	95																																				
isCompleted:	False																																				
goal progress:	<p>Completed keys:</p> <p>Sequential Subgoals:</p> <table border="1"> <tr> <td>0</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 1</td> </tr> <tr> <td>1</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 2</td> </tr> <tr> <td>2</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 3</td> </tr> <tr> <td>3</td> <td>false</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 4</td> </tr> </table> <p>Unordered and Optional Subgoals:</p> <table border="1"> <tr> <td>0</td> <td>true</td> <td>GoalMoveToNewLocation</td> <td>Move to a new location (unless starting in task location)</td> </tr> <tr> <td>1</td> <td>true</td> <td>GoalMoveToLocation</td> <td>Move to the location asked by the task</td> </tr> <tr> <td>2</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 10 steps</td> </tr> <tr> <td>3</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 20 steps</td> </tr> <tr> <td>4</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 30 steps</td> </tr> </table>	0	true	GoalFindLivingThingStage	focus on animal in life stage 1	1	true	GoalFindLivingThingStage	focus on animal in life stage 2	2	true	GoalFindLivingThingStage	focus on animal in life stage 3	3	false	GoalFindLivingThingStage	focus on animal in life stage 4	0	true	GoalMoveToNewLocation	Move to a new location (unless starting in task location)	1	true	GoalMoveToLocation	Move to the location asked by the task	2	true	GoalStayInLocation	Stay in goal location for 10 steps	3	true	GoalStayInLocation	Stay in goal location for 20 steps	4	true	GoalStayInLocation	Stay in goal location for 30 steps
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4	true	GoalStayInLocation	Stay in goal location for 30 steps																																		



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> focus on a adult turtle

### Move 23

You focus on the adult turtle.

Reward:	5
Score:	100
isCompleted:	True
goal progress:	Completed keys: -----
	Sequential Subgoals: -----
	0 true GoalFindLivingThingStage focus on animal in life stage 1
	1 true GoalFindLivingThingStage focus on animal in life stage 2
	2 true GoalFindLivingThingStage focus on animal in life stage 3
	3 true GoalFindLivingThingStage focus on animal in life stage 4
	-----
	Unordered and Optional Subgoals: -----
	0 true GoalMoveToNewLocation Move to a new location (unless starting in task location)
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2 true GoalStayInLocation Stay in goal location for 10 steps	
3 true GoalStayInLocation Stay in goal location for 20 steps	
4 true GoalStayInLocation Stay in goal location for 30 steps	
-----	

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> look around

### Move 24

This outside location is called the outside. Here you see:

- an axe
- a fire pit (containing nothing)
- a adult parrot
- a adult wolf
- the ground
- a adult butterfly
- a substance called air
- a substance called wood
- a adult turtle
- a adult beaver
- the agent
- a fountain (containing a substance called water)
- a adult giant tortoise

You also see:

- A door to the kitchen (that is closed)
- A door to the green house (that is open)
- A door to the foundry (that is closed)

<b>Reward:</b>	<b>0</b>
Score:	100
isCompleted:	True
goal progress:	<p>Completed keys: -----</p> <p>Sequential Subgoals: -----</p> <p>0 true GoalFindLivingThingStage focus on animal in life stage 1  1 true GoalFindLivingThingStage focus on animal in life stage 2  2 true GoalFindLivingThingStage focus on animal in life stage 3  3 true GoalFindLivingThingStage focus on animal in life stage 4</p> <p>-----</p> <p>Unordered and Optional Subgoals: -----</p> <p>0 true GoalMoveToNewLocation Move to a new location (unless starting in task location)  1 true GoalMoveToLocation Move to the location asked by the task  2 true GoalStayInLocation Stay in goal location for 10 steps  3 true GoalStayInLocation Stay in goal location for 20 steps  4 true GoalStayInLocation Stay in goal location for 30 steps</p> <p>-----</p>

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> wait

## Move 25

You decide to wait for 10 iterations.

<b>Reward:</b>	<b>0</b>
Score:	100
isCompleted:	True
goal progress:	<p>Completed keys: -----</p> <p>Sequential Subgoals: -----</p> <p>0 true GoalFindLivingThingStage focus on animal in life stage 1  1 true GoalFindLivingThingStage focus on animal in life stage 2  2 true GoalFindLivingThingStage focus on animal in life stage 3  3 true GoalFindLivingThingStage focus on animal in life stage 4</p> <p>-----</p> <p>Unordered and Optional Subgoals: -----</p> <p>0 true GoalMoveToNewLocation Move to a new location (unless starting in task location)  1 true GoalMoveToLocation Move to the location asked by the task  2 true GoalStayInLocation Stay in goal location for 10 steps  3 true GoalStayInLocation Stay in goal location for 20 steps  4 true GoalStayInLocation Stay in goal location for 30 steps</p> <p>-----</p>

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> look around

### Move 26

This outside location is called the outside. Here you see:

- an axe
- a fire pit (containing nothing)
- a adult parrot
- a adult wolf
- the ground
- a adult butterfly
- a substance called air
- a substance called wood
- a adult turtle
- a adult beaver
- the agent
- a fountain (containing a substance called water)
- a adult giant tortoise

You also see:

- A door to the kitchen (that is closed)
- A door to the green house (that is open)
- A door to the foundry (that is closed)

Reward:	0																																				
Score:	100																																				
isCompleted:	True																																				
goal progress:	<p>Completed keys: -----</p> <p>Sequential Subgoals: -----</p> <table border="0"> <tr> <td>0</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 1</td> </tr> <tr> <td>1</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 2</td> </tr> <tr> <td>2</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 3</td> </tr> <tr> <td>3</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 4</td> </tr> </table> <p>-----</p> <p>Unordered and Optional Subgoals: -----</p> <table border="0"> <tr> <td>0</td> <td>true</td> <td>GoalMoveToNewLocation</td> <td>Move to a new location (unless starting in task location)</td> </tr> <tr> <td>1</td> <td>true</td> <td>GoalMoveToLocation</td> <td>Move to the location asked by the task</td> </tr> <tr> <td>2</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 10 steps</td> </tr> <tr> <td>3</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 20 steps</td> </tr> <tr> <td>4</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 30 steps</td> </tr> </table> <p>-----</p>	0	true	GoalFindLivingThingStage	focus on animal in life stage 1	1	true	GoalFindLivingThingStage	focus on animal in life stage 2	2	true	GoalFindLivingThingStage	focus on animal in life stage 3	3	true	GoalFindLivingThingStage	focus on animal in life stage 4	0	true	GoalMoveToNewLocation	Move to a new location (unless starting in task location)	1	true	GoalMoveToLocation	Move to the location asked by the task	2	true	GoalStayInLocation	Stay in goal location for 10 steps	3	true	GoalStayInLocation	Stay in goal location for 20 steps	4	true	GoalStayInLocation	Stay in goal location for 30 steps
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4	true	GoalStayInLocation	Stay in goal location for 30 steps																																		

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> wait

### Move 27

You decide to wait for 10 iterations.

Reward:	0
Score:	
isCompleted:	

Score:	100
isCompleted:	True
goal progress:	Completed keys: -----
	Sequential Subgoals: -----
	0 true GoalFindLivingThingStage focus on animal in life stage 1
	1 true GoalFindLivingThingStage focus on animal in life stage 2
	2 true GoalFindLivingThingStage focus on animal in life stage 3
	3 true GoalFindLivingThingStage focus on animal in life stage 4
	-----
	Unordered and Optional Subgoals: -----
	0 true GoalMoveToNewLocation Move to a new location (unless starting in task location)
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4 true GoalStayInLocation Stay in goal location for 30 steps	
-----	

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> look around

### Move 28

This outside location is called the outside. Here you see:

- an axe
- a fire pit (containing nothing)
- a adult parrot
- a adult wolf
- the ground
- a adult butterfly
- a substance called air
- a substance called wood
- a adult turtle
- a adult beaver
- the agent
- a fountain (containing a substance called water)
- a adult giant tortoise

You also see:

- A door to the kitchen (that is closed)
- A door to the green house (that is open)
- A door to the foundry (that is closed)

Reward:	0
Score:	100
isCompleted:	True
	Completed keys: -----
	Sequential Subgoals: -----
	-----

goal progress:	0	true	GoalFindLivingThingStage	focus on animal in life stage 1
	1	true	GoalFindLivingThingStage	focus on animal in life stage 2
	2	true	GoalFindLivingThingStage	focus on animal in life stage 3
	3	true	GoalFindLivingThingStage	focus on animal in life stage 4
	-----			
	Unordered and Optional Subgoals:			
	-----			
	0	true	GoalMoveToNewLocation	Move to a new location (unless starting in task location)
	1	true	GoalMoveToLocation	Move to the location asked by the task
	2	true	GoalStayInLocation	Stay in goal location for 10 steps
3	true	GoalStayInLocation	Stay in goal location for 20 steps	
4	true	GoalStayInLocation	Stay in goal location for 30 steps	
-----				

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> wait

### Move 29

You decide to wait for 10 iterations.

Reward:	0			
Score:	100			
isCompleted:	True			
goal progress:	Completed keys:			
	-----			
	Sequential Subgoals:			
	-----			
	0	true	GoalFindLivingThingStage	focus on animal in life stage 1
	1	true	GoalFindLivingThingStage	focus on animal in life stage 2
	2	true	GoalFindLivingThingStage	focus on animal in life stage 3
	3	true	GoalFindLivingThingStage	focus on animal in life stage 4
	-----			
	Unordered and Optional Subgoals:			
-----				
0	true	GoalMoveToNewLocation	Move to a new location (unless starting in task location)	
1	true	GoalMoveToLocation	Move to the location asked by the task	
2	true	GoalStayInLocation	Stay in goal location for 10 steps	
3	true	GoalStayInLocation	Stay in goal location for 20 steps	
4	true	GoalStayInLocation	Stay in goal location for 30 steps	
-----				

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> look around

### Move 30

This outside location is called the outside. Here you see:

- an axe
- a fire pit (containing nothing)
- a adult parrot
- a dead wolf

- the ground
- a adult butterfly
- a substance called air
- a substance called wood
- a adult turtle
- a dead beaver
- the agent
- a fountain (containing a substance called water)
- a adult giant tortoise

You also see:

- A door to the kitchen (that is closed)
- A door to the green house (that is open)
- A door to the foundry (that is closed)

<b>Reward:</b>	<b>0</b>																																				
Score:	100																																				
isCompleted:	True																																				
goal progress:	<p>Completed keys: -----</p> <p>Sequential Subgoals: -----</p> <table border="0"> <tr> <td>0</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 1</td> </tr> <tr> <td>1</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 2</td> </tr> <tr> <td>2</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 3</td> </tr> <tr> <td>3</td> <td>true</td> <td>GoalFindLivingThingStage</td> <td>focus on animal in life stage 4</td> </tr> </table> <p>-----</p> <p>Unordered and Optional Subgoals: -----</p> <table border="0"> <tr> <td>0</td> <td>true</td> <td>GoalMoveToNewLocation</td> <td>Move to a new location (unless starting in task location)</td> </tr> <tr> <td>1</td> <td>true</td> <td>GoalMoveToLocation</td> <td>Move to the location asked by the task</td> </tr> <tr> <td>2</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 10 steps</td> </tr> <tr> <td>3</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 20 steps</td> </tr> <tr> <td>4</td> <td>true</td> <td>GoalStayInLocation</td> <td>Stay in goal location for 30 steps</td> </tr> </table> <p>-----</p>	0	true	GoalFindLivingThingStage	focus on animal in life stage 1	1	true	GoalFindLivingThingStage	focus on animal in life stage 2	2	true	GoalFindLivingThingStage	focus on animal in life stage 3	3	true	GoalFindLivingThingStage	focus on animal in life stage 4	0	true	GoalMoveToNewLocation	Move to a new location (unless starting in task location)	1	true	GoalMoveToLocation	Move to the location asked by the task	2	true	GoalStayInLocation	Stay in goal location for 10 steps	3	true	GoalStayInLocation	Stay in goal location for 20 steps	4	true	GoalStayInLocation	Stay in goal location for 30 steps
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