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	
	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	
goal progress:	Unordered and Optional Subgoals:	
	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

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isCompleted:	False	
	Completed keys:	:
	Sequential Subg	
	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
goal progress:	Unordered and C	Dptional Subgoals:
	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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> go to green house

Move 2

You move to the green house.

Reward:	4
Score:	4
isCompleted:	False
	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
goal progress:	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

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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)

Reward:	0	
Score:	4	
isCompleted:	False	
	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	
goal progress:	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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> open door to outside

Move 4

The door is now open.

Reward:	0		
Score:	4		
isCompleted:	False		
	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		

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goal progress:	3 false	GoalFindLivingThingStage focus on animal in life stage 4
	Unordere	d 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	GoalStayInLocationStay 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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> go outside

Move 5

You move to the outside.

Reward:	4		
Score:	8		
isCompleted:	False		
	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		
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 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		

(click here to export transcript)

> 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

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- 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)

Reward:	0		
Score:	8		
isCompleted:	False		
	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		
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 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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> focus on turtle egg

Move 7

You focus on the turtle egg.

Reward:	25		
Score:	33		
isCompleted:	False		
	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		
goal progress:			

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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	

(click here to export transcript)

> 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)

Reward:	0		
Score:	33		
isCompleted:	False		
	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		
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 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.

Reward:	12		
Score:	45		
isCompleted:	False		
	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		
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		

(click here to export transcript)

> 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:

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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		
	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		
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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> wait

Move 11

You decide to wait for 10 iterations.

Reward:	0		
Score:	45		
isCompleted:	False		
	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		
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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> 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
- 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		
	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		
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 hatchling turtle

Move 13

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You focus on the hatchling turtle.

Reward:	25			
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			

(click here to export transcript)

> 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)

Reward:	0
Score:	70
isCompleted:	False
	Completed keys:

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

(click here to export transcript)

> wait

Move 15

You decide to wait for 10 iterations.

Reward:	0		
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		

(click here to export transcript)

> look around

Move 16

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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:	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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> wait

Move 17

You decide to wait for 10 iterations.

Reward:	0
Score:	70
isCompleted:	False
	Completed keys:

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	Sequential Subgoals:		
goal progress:	0 true GoalFindLivingThingStage focus on animal in 1 true GoalFindLivingThingStage focus on animal in 2 false GoalFindLivingThingStage focus on anim 3 false GoalFindLivingThingStage focus on anim	life stage 2 nal in life stage 3	
	Unordered and Optional Subgoals:		
	0 true GoalMoveToNewLocation Move to a new loc 1 true GoalMoveToLocation Move to the locatio 2 true GoalStayInLocation Stay in goal location for 3 true GoalStayInLocation Stay in goal location for 4 true GoalStayInLocation Stay in goal location for	on asked by the task r 10 steps r 20 steps	

(click here to export transcript)

> 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)

Reward:	0	
Score:	70	
isCompleted:	False	
	Completed keys	:
	Sequential Subg	oals:
	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

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

(click here to export transcript)

> focus on a juvenile turtle

Move 19

You focus on the juvenile turtle.

Reward:	25
Score:	95
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 true 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

(click here to export transcript)

> 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

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- 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)

Reward:	0
Score:	95
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 true 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

(click here to export transcript)

> wait

Move 21

You decide to wait for 10 iterations.

Reward:	0	
Score:	95	
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 true GoalFindLivingThingStage focus on animal in life stage 3	
	3 false GoalFindLivingThingStage focus on animal in life stage 4	
goal progress:		

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0	true	GoalMoveToNewLocation Move to a new location (unless starting in
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

(click here to export transcript)

> 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)

Reward:	0
Score:	95
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 true 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 adult turtle

Move 23

You focus on the adult turtle.

Reward:	5		
Score:	100		
isCompleted:	True		
	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		
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		

(click here to export transcript)

> 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)

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Reward:	0
Score:	100
isCompleted:	True
	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
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

(click here to export transcript)

> wait

Move 25

You decide to wait for 10 iterations.

Reward:	0
Score:	100
isCompleted:	True
	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
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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> 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		
	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		
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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> wait

Move 27

You decide to wait for 10 iterations.

Reward:	0

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Score:	100				
isCompleted:	True				
	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				
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				

(click here to export transcript)

> 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:			

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	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
goal progress:			
	Un	ordered a	nd 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

(click here to export transcript)

> wait

Move 29

You decide to wait for 10 iterations.

Reward:	0			
Score:	100			
isCompleted:	True			
	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			
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			

(click here to export transcript)

> 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

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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)

Reward:	0			
Score:	100			
isCompleted:	True			
	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			
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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