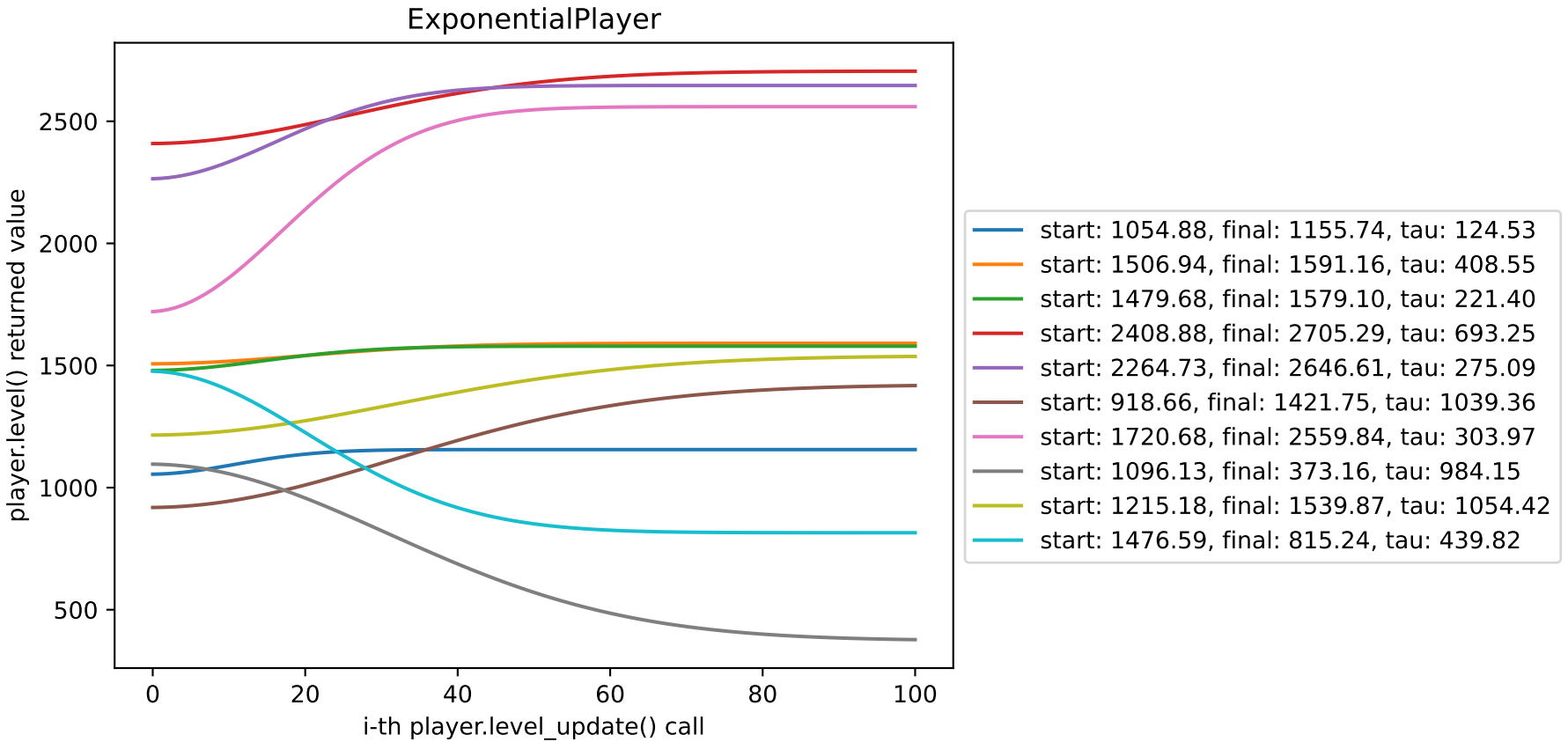
ExponentialPlayer
player.level() returned value
i-th player.level_update() call
2500
2000
1500
1000
500
0
20
40
60
80
100
start: 1054.88, final: 1155.74, tau: 124.53
start: 1506.94, final: 1591.16, tau: 408.55
start: 1479.68, final: 1579.10, tau: 221.40
start: 2408.88, final: 2705.29, tau: 693.25
start: 2264.73, final: 2646.61, tau: 275.09
start: 918.66, final: 1421.75, tau: 1039.36
start: 1720.68, final: 2559.84, tau: 303.97
start: 1096.13, final: 373.16, tau: 984.15
start: 1215.18, final: 1539.87, tau: 1054.42
start: 1476.59, final: 815.24, tau: 439.82