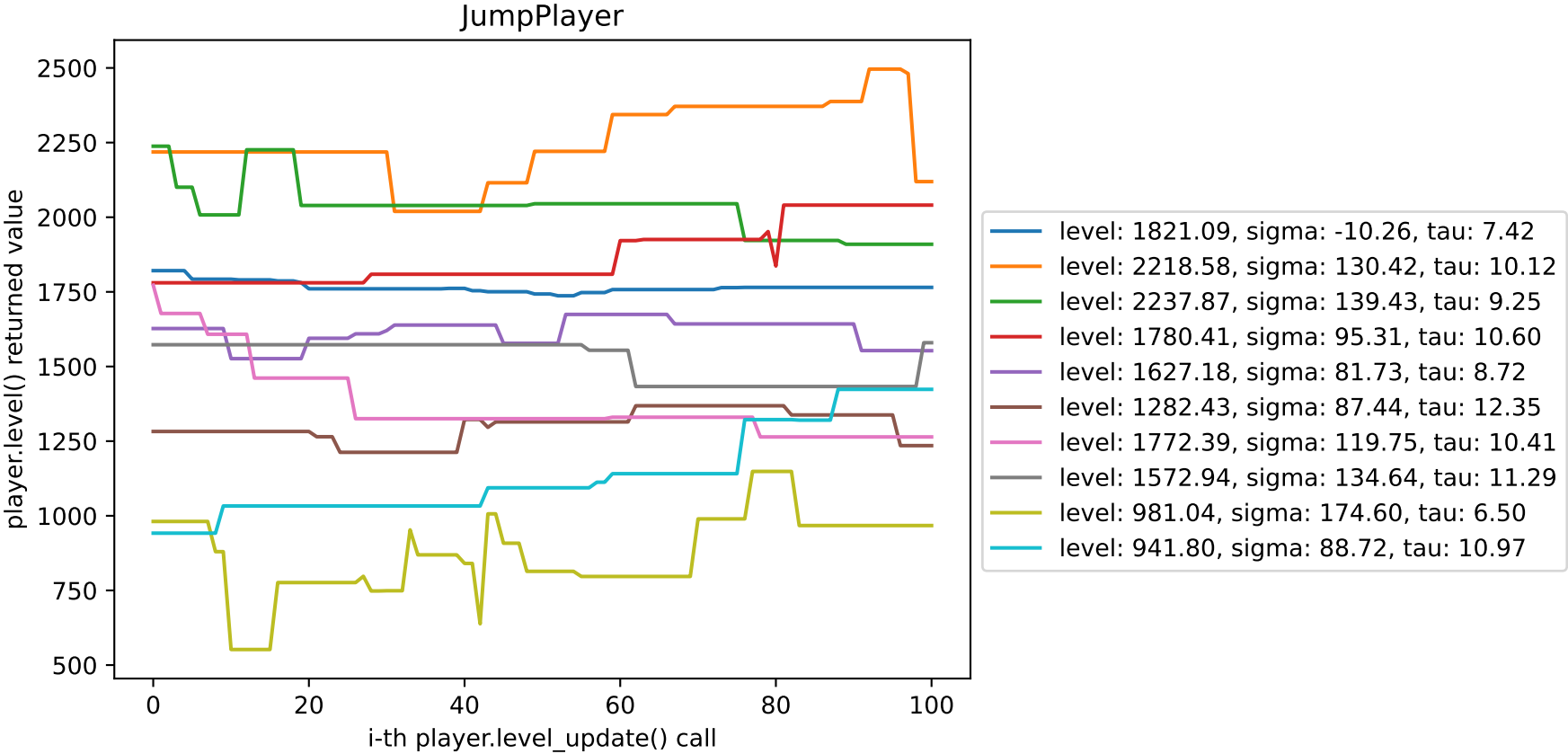
JumpPlayer
player.level() returned value
i-th player.level_update() call
2500
2250
2000
1750
1500
1250
1000
750
500
0
20
40
60
80
100
level: 1821.09, sigma: -10.26, tau: 7.42
level: 2218.58, sigma: 130.42, tau: 10.12
level: 2237.87, sigma: 139.43, tau: 9.25
level: 1780.41, sigma: 95.31, tau: 10.60
level: 1627.18, sigma: 81.73, tau: 8.72
level: 1282.43, sigma: 87.44, tau: 12.35
level: 1772.39, sigma: 119.75, tau: 10.41
level: 1572.94, sigma: 134.64, tau: 11.29
level: 981.04, sigma: 174.60, tau: 6.50
level: 941.80, sigma: 88.72, tau: 10.97