



A 10x10 grid world environment. The grid has columns indexed 0-9 from left to right and rows indexed 0-9 from top to bottom. The start state is at (0, 0). Obstacles are represented by black shapes: a vertical bar at (2, 5), a horizontal bar at (4, 5), a circle at (1, 2), a U-shaped obstacle at (3, 2), a cross at (4, 6), a horizontal bar at (8, 6), a horizontal bar at (7, 3), and a horizontal bar at (5, 0). The goal state is represented by a green circle at (9, 1).