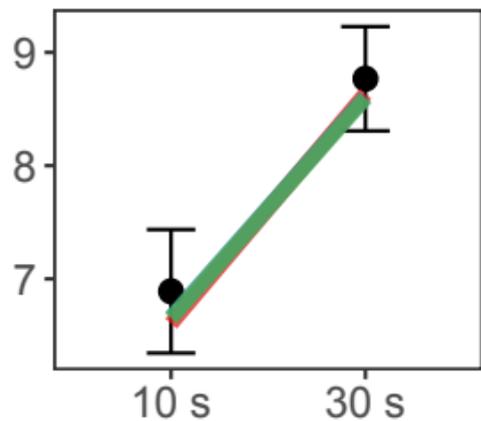
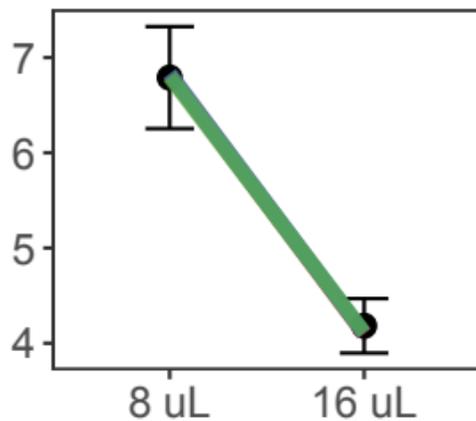


harvests per patch

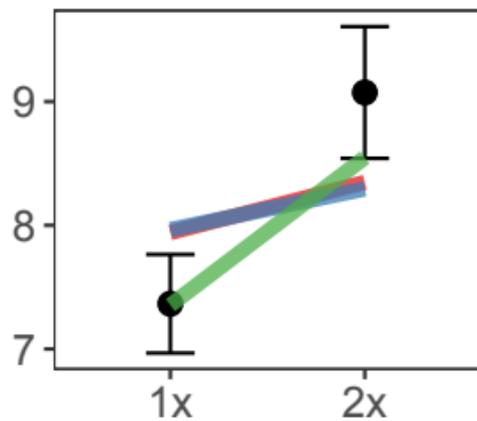
Travel



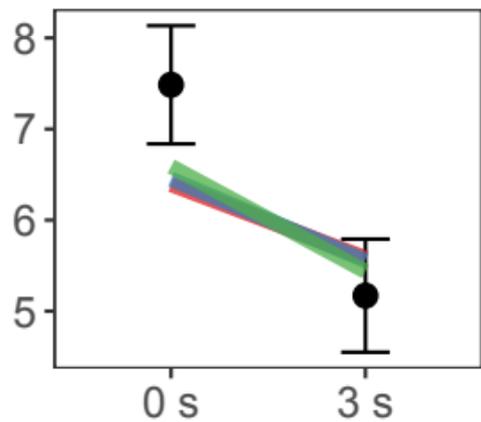
Deplete



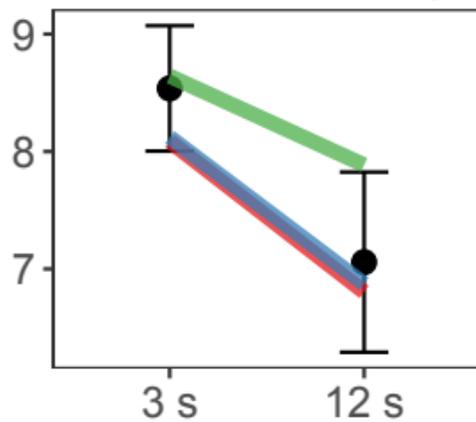
Scale



Pre-vs-Post



Post-Reward Delay



model

- pre-delay
- post-delay
- post-delay-pwr