

Scenario 1 (lifespan of stimuli 100 only green block)

Run 1 : Success within 32 ticks (Wall hit)
Run 2 : Success within 9 ticks (Wall hit)
Run 3 : Failure at 121 ticks
Run 4 : Success within 36 ticks
Run 5 : Failure at 140 ticks (Wall hit)
Run 6 : Success within 19 ticks
Run 7 : Failure at 101 ticks (Wall hit)
Run 8 : Failure at 18 ticks (Wall hit)
Run 9 : Success at 119 ticks
Run 10: Success at 8 ticks

Scenario 1 (lifespan of stimuli 50 only green block)

Run 1 : Success within 8 ticks
Run 2 : Failure at 95 ticks (Wall hit)
Run 3 : Failure at 53 ticks (Wall hit)
Run 4 : Failure at 59 ticks (Wall hit)
Run 5 : Failure at 60 ticks (Wall hit)
Run 6 : Success within 99 ticks
Run 7 : Success within 104 ticks
Run 8 : Failure at 20 ticks (Wall hit)
Run 9 : Success within 15 ticks
Run 10 : Failure at 168 ticks (Wall hit)

Scenario 1 (stimuli 50, only green block, median spawn-interval)

Run 1: Failure at 223 ticks (Wall)
Run 2 : Success at 59 ticks
Run 3 : Failure at 129 ticks (Wall)
Run 4 : Failure at 82 ticks (Wall)
Run 5 : Success at 59 ticks
Run 6: Failure at 46 ticks (Wall)
Run 7: Failure at 75 ticks (Wall)
Run 8 : Failure at 162 ticks (Debris)
Run 9 : Failure at 29 ticks (Wall)
Run 10: Failure at 87 ticks (Debris)

Scenario 1 (lifespan of stimuli 50 with red blocks)

Run 1: Success within 29 ticks
Run 2 : Failure at 210 ticks (Wall hit)
Run 3 : Failure at 245 ticks (Wall hit)
Run 4 : Success within 62 ticks
Run 5 : Success within 11 ticks
Run 6 : Success within 393 ticks
Run 7 : Failure at 61 ticks (Wall hit)
Run 8 : Failure at 25 ticks (Wall hit)
Run 9 : Success within 195 ticks
Run 10 : Success within 106 ticks

Scenario 1 (lifespan of stimuli 100 with red blocks)

Run 1 : Failure at 448 ticks
Run 2 : Failure at 45 ticks
Run 3 : Success within 24 ticks
Run 4 : Failure at 217 ticks
Run 5 : Success within 57 ticks
Run 6 : Failure at 134 ticks
Run 7 : Failure at 18 ticks
Run 8 : Success within 18 ticks
Run 9 : Failure at 107 ticks
Run 10 : Success within 44 ticks

Scenario 1 (stimuli 50 with red blocks, median interval)

Run 1 : Success at tick 3
Run 2 : Success at tick 145, 7/50 blocks
Run 3 : Failure at tick 156, 10/50 blocks (Debris)
Run 4 : Failure at tick 122, 7/50 (Wall)
Run 5 : Failure at tick 21, 4/50 (Debris)
Run 6 : Failure at tick 132, 9/50 (Debris)
Run 7 : Failure at tick 429, 21/50 (Wall)
Run 8 : Failure at tick 14, 3/50 (Wall)
Run 9 : Success at tick 130, 6/50
Run 10 : Failure at tick 14, 3/50 (Wall)

Scenario 2 (lifespan of stimuli 50, median debris)

Run 1: Failure at 133 ticks
Run 2 : Success within 45 ticks
Run 3 : Failure at 59 ticks
Run 4 : Success within 23 ticks
Run 5 : Success within 16 ticks
Run 6 : Failure at 161 ticks
Run 7 : Success within 124 ticks
Run 8: Failure at 93 ticks
Run 9 : Success within 15 ticks
Run 10 : Failure at 45 ticks

Scenario 2 (lifespan of stimuli 100, median debris)

Run 1 : Success within 209 ticks
Run 2 : Success within 65 ticks
Run 3 : Failure at 113 ticks
Run 4 : Success within 46 ticks
Run 5 : Failure at 53 ticks
Run 6 : Failure at 92 ticks
Run 7 : Failure at 48 ticks
Run 8 : Failure at 38 ticks
Run 9 : Success within 16 ticks

Run 10 : Failure at 317 ticks

Scenario 2 (lifespan of stimuli 50 , maximum debris)

Run 1 : Failure at 219 ticks

Run 2 : Failure at 29 ticks

Run 3 : Success at 121 ticks

Run 4 : Failure at 55 ticks

Run 5 : Failure at 44 ticks

Run 6 : Failure at 23 ticks (Debris)

Run 7 : Failure at 28 ticks (Debris)

Run 8: Failure at 18 ticks (Debris)

Run 9 : Failure at 28 ticks (Debris)

Run 10 : Success within 18 ticks

Scenario 2 (life span of stimuli 100, maximum debris)

Run 1: Failure at 51 ticks (Debris)

Run 2 : Failure at 8 ticks (Debris)

Run 3 : Failure at 73 ticks (Wall)

Run 4 : Success within 47 ticks

Run 5 : Success within 21 ticks

Run 6 : Failure at 45 ticks (Debris)

Run 7 : Failure at 145 ticks (Debris)

Run 8 : Success within 67 ticks

Run 9 : Failure at 86 ticks (Debris)

Run 10 : Failure at 59 ticks (Wall)

Scenario 3 (life span of stimuli 50 , media debris)

Run 1 : Success within 509 ticks , 33/50 blocks discovered

Run 2 : Failure at 228 ticks, 15/50 blocks discovered

Run 3 : Failure at 74 ticks , 6/50 blocks discovered

Run 4 : Success at 14 ticks , 1/50 blocks discovered

Run 5 : Success at 108 ticks, 9/50 blocks discovered

Run 6 : Failure at 167 ticks, 24/50 blocks discovered

Run 7: Success at 56 ticks, 10/50 blocks discovered

Run 8 : Success at 149 ticks , 12/50 blocks discovered

Run 9 : Failure at 51 ticks , 8/50 blocks discovered

Run 10: Failure at 80 ticks , 8/50 blocks discovered

Scenario 3 (life span of stimuli 100, median debris)

Run 1 : Success at 11 ticks , 4/50 blocks discovered

Run 2 : Success at 278 ticks , 19/50 blocks discovered

Run 3 : Success at 6 ticks

Run 4 : Success at 94 ticks,7/50 blocks discovered

Run 5 : Success at 22 ticks, 3/50 blocks discovered

Run 6 : Success at 105 ticks, 16/50 blocks discovered

Run 7 : Failure at 14 ticks, 5/50 blocks discovered

Run 8 : Failure at 106 ticks, 10/50 blocks discovered

Run 9 : Success at 39 ticks, 8/50 blocks discovered

Run 10 : Failure at 3 ticks, 3/5 blocks discovered

Scenario 4 (lifespan of stimuli 50)

Run 1: Failure at 64 ticks (Debris), 6/50 blocks discovered

Run 2 : Failure at 126 ticks (Debris), 10/50 blocks discovered

Run 3 : Failure at 9 ticks (Debris), 2/50 blocks discovered

Run 4 : Failure at 304 ticks, 27/50 blocks discovered

Run 5 : Failure at 183 ticks, 15/50

Run 6 : Failure at 51 ticks, 8/50

Run 7 : Failure at 188 ticks, 13/50

Run 8 : Failure at 329 ticks, 24/50

Run 9 : Success at 18 ticks, 2/50

Run 10 : Failure at 111 ticks, 11/50

Scenario 4 (lifespan of stimuli 100)

Run 1 : Success at 25 ticks, 2/50 blocks

Run 2 : Failure at 136 ticks, 9/50 blocks

Run 3 : Failure at 54 ticks, 9/50 blocks

Run 4 : Failure at 31 ticks, 6/50 blocks

Run 5 : Success at 150 ticks, 28/50 blocks

Run 6 : Failure at 47 ticks, 3/50 blocks

Run 7 : Failure at 70 ticks , 5/50 blocks

Run 8 : Success at 26 ticks, 4/50 blocks

Run 9 : Failure at 34 ticks, 2/50 blocks

Run 10:Success at 20 ticks , 2/50 blocks