CLAIMS

1. A method for providing analysis information about an ongoing simulation session, comprising:
performing a simulation session simulating a behaviour of a plurality of objects in a virtual environment according to control information provided by a plurality of agents; ~~and~~
displaying a replay of a part of the simulation session on a terminal device of a user, wherein the terminal device acts as one of the agents, while continuing the simulation session, wherein at least one of the period covered by the replay and speed of the replay is controlled by input of the one of the users; and
displaying, along with the replay, the virtual environment according to the current state of the simulation session on the terminal device; and
displaying the virtual environment according to the current state of the simulation session in a subscreen of a screen displaying the replay according to a picture-in-picture function.

2. The method of claim 1, comprising enabling display of the replay in response to an event in the simulation session related to the agent as which the terminal device of the user acts.

3. The method of claim 2, comprising displaying the replay or an option to display the replay for the user of the terminal device in response to the event.

4. The method of claim 2 or 3, wherein the period covered by the replay within the simulation session is limited by the point of time within the simulation session at which the event took place.

5. The method of any one of claims 1 to 4, wherein continuing the simulation session comprises continuing simulating the behaviour of the plurality of objects in continuation of the state of the virtual environment at the time of the event.

6. The method of any one of claims 1 to 5, comprising displaying the replay in a 2D or 3D representation of the virtual environment representing, for each point of time of the replay for which the replay is displayed, a state of the simulation session at the point of time.

~~7. The method of any one of claims 1 to 6, comprising displaying, along with the replay, the virtual environment according to the current state of the simulation session on the terminal device.~~

~~8~~7. The method of claim ~~7~~6, wherein the virtual environment according to the current state of the simulation session is displayed in a 2D or a 3D representation.

~~9. The method of claim 7 or 8, comprising displaying the virtual environment according to the current state of the simulation session in a subscreen of a screen displaying the replay according to a picture-in-picture function.~~

~~10~~8. The method of any one of claims 1 to ~~9~~7, comprising, after displaying the replay, displaying the virtual environment according to the current state of the simulation session on the terminal device, wherein the terminal device is a mobile phone or a tablet.

~~11~~9. The method of any one of claims 1 to ~~10~~8, comprising, before and after displaying the replay, displaying the virtual environment according to the current state of the simulation session on the terminal device in a 2D or 3D representation as in the replay.

~~12~~10. The method of any one of claims 1 to ~~11~~9, wherein terminal devices of other users act as the agents of the plurality of agents other than the agent as which the terminal device of the user acts.

~~13~~11. The method of claim ~~12~~10, wherein the control information is given by user input of the user and the other users.

~~14~~12. The method of any one of claims 1 to ~~13~~11, wherein the simulation session is a game session.

~~15~~13. The method of claim ~~14~~12, wherein each agent of the plurality of agents corresponds to an avatar associated with a respective user and the control information is given by user input of the respective user.

~~16~~14. The method of claim ~~14~~ 12 or ~~15~~13, comprising enabling display of the replay in response to a death event of an avatar of the user in the game session.

~~17~~15. The method of any one of claims ~~14~~ 12 to ~~16~~14, wherein the simulation session is continued until a game ending event, and wherein the game ending event is an event of an agent winning the game session or a maximum duration of the game session being reached.

~~18~~16. The method of any one of claims 1 to ~~13~~11, wherein at least some of the agents are software applications for controlling a behaviour of a respective robotic device, and wherein the simulation session is a simulation session for evaluating a control policy of at least one of the software applications.

~~19~~17. A terminal device comprising a communication interface, a memory and a processing unit configured to perform the method of any one of claims 1 to ~~18~~16.

~~20~~18. A computer program element or computer-readable medium comprising program instructions, which, when executed by one or more processors, cause the one or more processors to perform the method of any one of claims 1 to ~~18~~17.