

Workshop Competition

Task:

Become the Soccer Champion of the Fast Scoring Competition of Vistula!

The task is to score as soon as possible (as described below).

The example agent SimpleSoccer pushes the ball towards the goal. During 10 minutes it almost reaches the goal with the ball. You can use this program as an inspiration for your task.

You can modify and extend it with new motions, better perception and more intelligent behavior. You can even program a team of up to 4 robots which cooperatively perform the task.

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Task continued:

- Each team can use 1-4 robots.

(Note: If 4 robots are very close to ball, one is beamed away!)

- Robots start on unknown positions in their own half
(actually, the positions will be announced just before competition such that teams can program start positions).
- The team has one trial to score into the opponents goal.
- The Fast Scoring Competition ends if
 - the Team has scored or
 - the ball is outside the playground or
 - 3 minutes have elapsed after start.

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- The time is measured until scoring.
- If the team does not score, the distance of the ball (maybe outside the field) to the opponents goal is measured at the end (nearest point of goal).

Final ranking by lowest scoring times followed by lowest distances.

Finals will be at Friday.

- Teams have to be prepared with an own computer 10 minutes after announcement of the starting positions.
- Teams give 3-minutes introduction on their implementation.

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Teams consist of 4-5 members.



RoboCup Nagoya 1997

Competition: Preparation

Time X

The poses of players will be given to the teams:

Player 1 x= y= dir=

Player 2 x= y= dir=

Player 3 x= y= dir=

Player 4 x= y= dir=

Teams prepare their agents **on their computer**.

If you have less players, you may choose from these positions

Time X+10

Teams hand over their computer with prepared programs.

Time X+15

Competition starts team after team

Team 1

Adhikari, Bijaya

Emeleev, Shavkat

Milazi, Ahmad

Soliev, Firdavs

Team 2

Balveren, Ertugrul

Calik, Ahmet

Erel, Nurullah

Tekbas, Mustafa

Tohumcu, Ahmet

Team 3

Aydin, Sinan

Buluc, Ismail

Han, Yavuz

Mabutao, Bosco

Murat, Said

Team 4

Aghamali, Nijat

Ibrahim, Yilmaz

Nebi, Yilmaz

Sakarya, Efekan

Candan, Caner

Team5

Bilgen, Merve

Cubukcuoglu, Feyza

Dedeoglu, Betil

Ebret, Canan

Team 6

(Demir, Fatih)

Kiral, Eser

Team 7

Arikan, Mehmet

Dogan, Yildirim

Camur, Emre

Nurov, Azizjon

Demir, Fatih

Competition per team

First: Team gives a short introduction to their program, max. 3 minutes.

Time Y (start of the 3 minutes)

Team starts the programs: server + agent(s).

Team changes playmode to „Kick_off“ by „k“ (just to let the clock run)

Time Y + t_score

If team scores at time t_score, game is stopped by referee.

Time t_score is recorded .

or

Time Y+ t_ball_out

If ball leaves the field at time t_ball_out, agents are stopped by referee.

Distance of ball to opponent goal is annotated .

or

Time Y+3

Agents are stopped by referee if the team did not score and ball still in field.

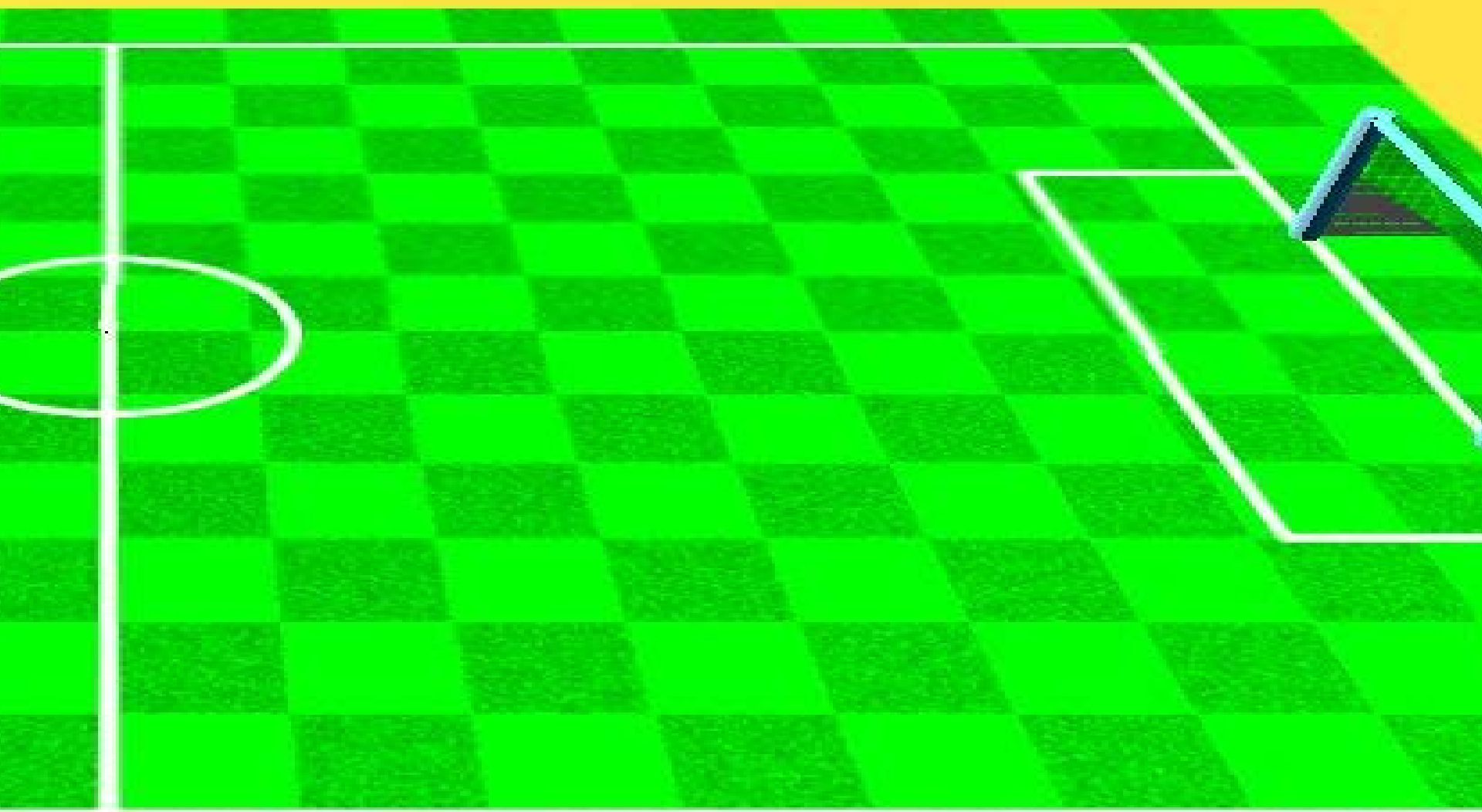
Distance of ball to opponent goal is annotated .

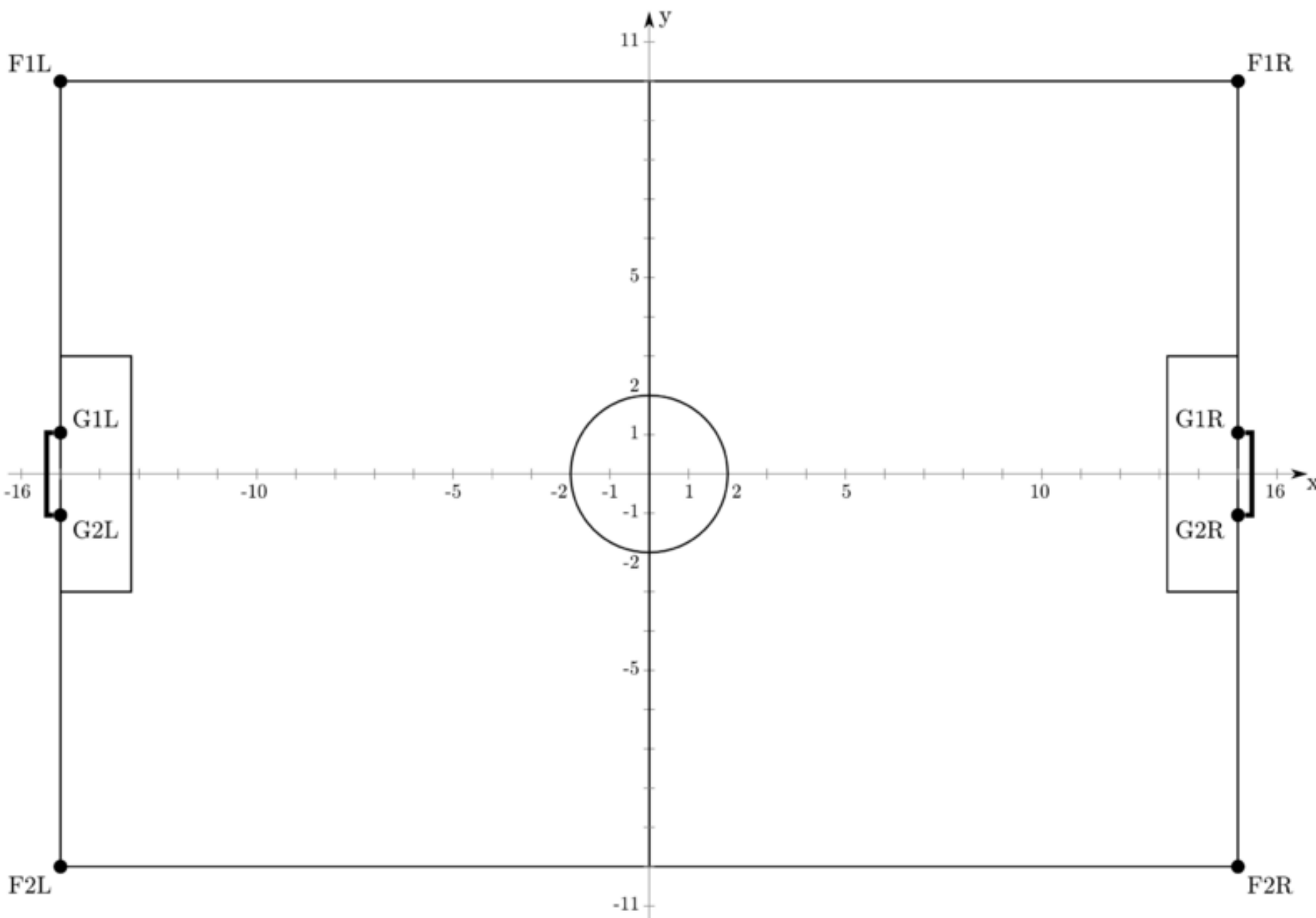
foreKickOff t=0.00

<Right>

x^x
x^x x^x x

1 2 3 4 5 7





Coming to the End

1. Please fill in the evaluation sheets (for Nika)
2. You can still download the lecture files from web page for a certain time (later it might be removed)

You can ask questions by email to

hdb@informatics.hu-berlin.de

(answer may have delays – dont worry)

Coming to the End

Thank you!

Enjoy !

