

Course Competition

Become the Soccer Champion of the Fast Scoring Competition !

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.

Course Competition

Task continued:

- Each Competitor 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
(the positions will be announced just before competition such that Competitors can program start positions).
- Agents must be ready 10 min. after announcing start positions.
- Competitors give a 3-minutes introduction on their implementation.
- Finals will be at Wednesday, June 25th

Course Competition

- Competitor has one trial to score into the opponents goal.
- The Trial ends if
 - the Competitor has scored or
 - the ball is outside the playground or
 - 3 minutes have elapsed after start.
- The time is measured until scoring.
- If the Competitor does not score, the distance of the ball (maybe at the outside line) to the opponents goal is measured at the end (nearest point of goal).

Final ranking by lowest scoring times followed by lowest distances.

Competition: Preparation

Time X

The poses of players will be announced like this:

```
Player 1  x= -0.5  y= 1.5  dir= 0
Player 2  x= -0,7  y= 0,7  dir= -45
Player 3  x= -0.8  y= 1    dir= -30
Player 4  x= -1.5  y= 0    dir= -70
```

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

Competitors prepare their agents **on their computer**.

Time X+10

Competitors stop working on their computers (Laptops?).

Time X+15

Competition starts one after the other:

- Explanation of code (3 minutes)
- Agent tries to score (3 min.= 180 sec. measured by SimSpark)

Competition per Competitor

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

Time Y (start of the 3 minutes)

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

Competitor changes playmode to „KickOff“ and „PlayOn“ by „k“ and „b“.

Time Y + t_score

If Competitor 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 (at the line) to opponent goal is annotated .

or

Time Y+3

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

Distance of ball to opponent goal is annotated .