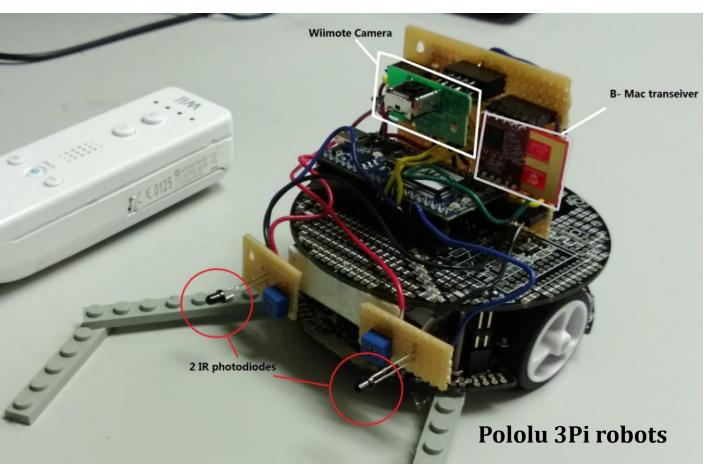
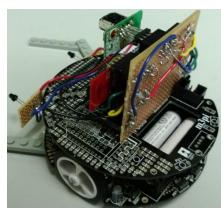


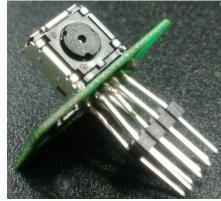
## **Robot Player**Attacker or Defender

Wiimote Camera – self localization B-MAC antenna– wireless communication IR photodiodes – tracking the ball **mbed** - microcontroller

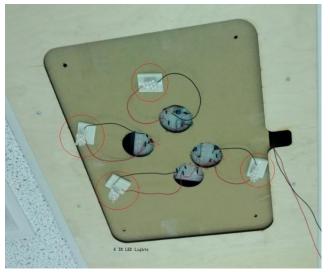




Wiimote Camera

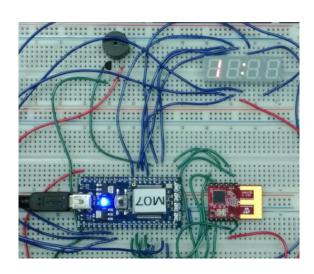


4 IR LED clusters on ceil as coordinate



Game Setting

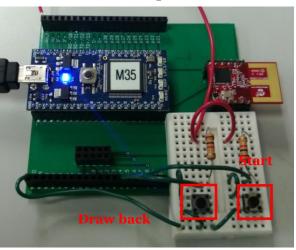
**Digital Score Board** 



**Ball with IR LEDs emits IR light** 



**Control platform** 



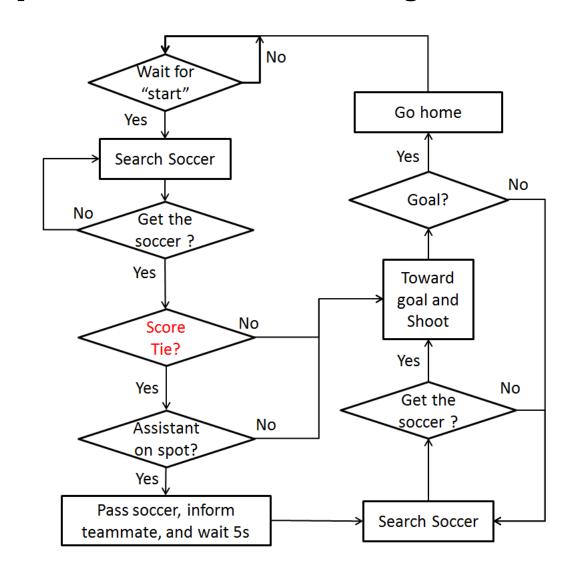
Goal with IR photodiode senses the ball and scores



## State Machine for player #1 and #3 Tie: passer; Lead: attacker; Lag: attacker

**Gray team:** player #1 #2 goalkeeper

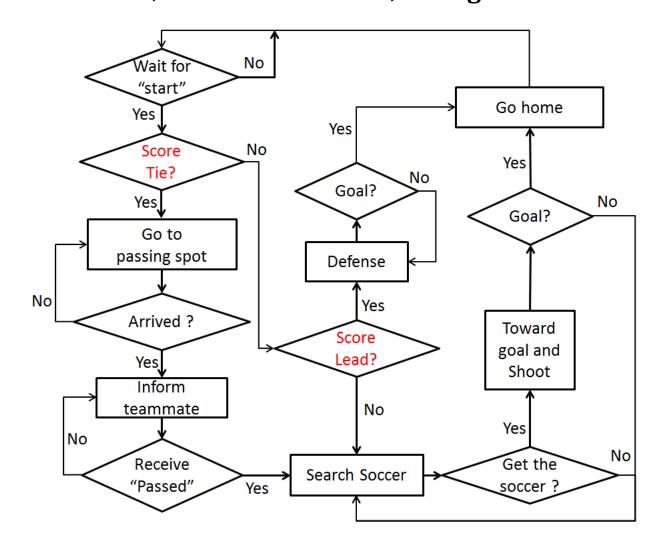
**Black team:** player #3 #4 goalkeeper



## State Machine for player #2 and #4 Tie: catcher; Lead: defender; Lag: attacker

**Gray team:** player #1 #2 goalkeeper

**Black team:** player #3 #4 goalkeeper



## **Game Video**

