Requirements:

- **Real-time** object detection and tracking (or data acquisition from a reliable supersystem)
    - Accuracy, precision, F1 score, Time taken for acquisition
- **Reliable communication system** for data exchange between robots and the referee
    - Packet loss rate
    - Latency
    - Overall system responsiveness
- **Rule-based algorithms** for enforcing game rules
    - Percentage of correctly identified rule violations compared to the total number of violations on decided rules
- **Fast decision**-making mechanism
    - Latency
- **Fault-tolerant** architecture
    - Assess the recovery time and success rate in resolving issues during gameplay
- **Proof** presenting for decisions made (Luxury)