

Game – Controller



Roles (Robot-behaviour, eg Goalie, Striker, Supporter)

Skills (localise, position, find-ball, track-ball, get-behind-ball, kick-ball, getup)



State Estimation
Field-State + Robot-State



Actuation (head-
movement, leg/
arm-movement,
camera-switching,
speakers, LEDs,
wireless)

Sensing (cameras, IR, hall-effect, joint-angles,
foot-sensors, IMU, bumpers, sonar, wireless)

Environment (this robot, ball, other robots)