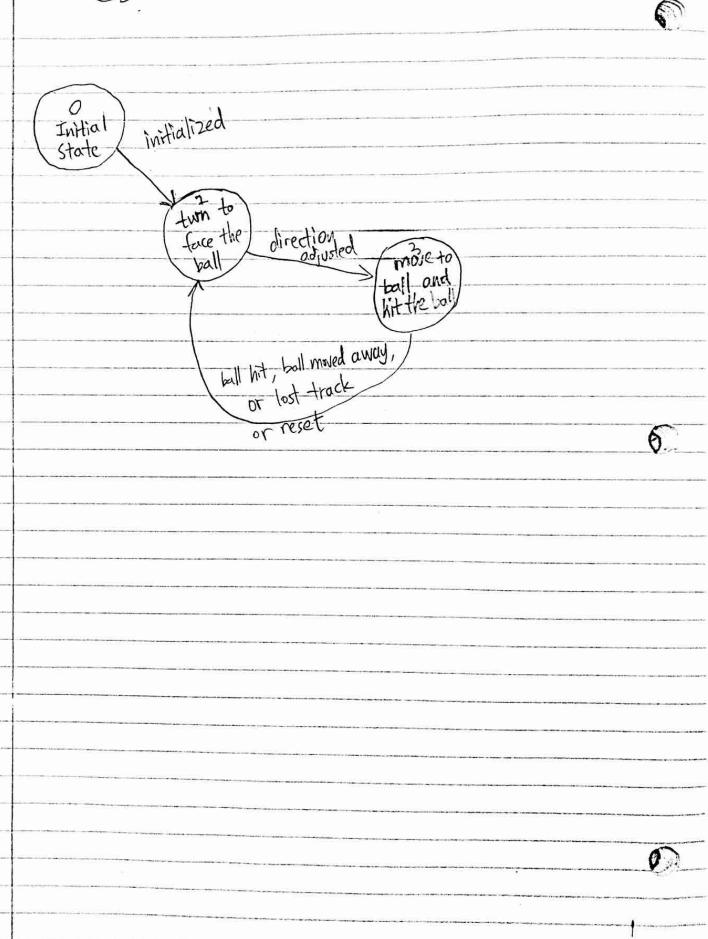
(SCC85 P3 Phase 1 Penalty Kick jost track or reset. lost or reset bot in between that's not anyle turned between bull to the spot drive D Initial Identify drive away State Calculate From the spot between ball lost or reset locations Determine a spot where ball is in the middle of this spot and goal and goal cleared from the location between and goal 2 turn to Direction lest track er_riset Sport move to Already at fot lost track Turn bot rest, or lost to fore track lost track or reset Direction br close to tick done, buil moves Move ball 5 ball tick away 10st track reset

CSICC 85 P3 Chase



CSC(85 P3 Robo Soccer opp is very close to ball end our bot is not, or ball is very close to our goal 1 InHal ball kicked away, State nitialized, tost or reset default is attack 10-15 offense Penalty kick 01 initiate offence mode FSM as initialized atack ball kicked, ball moved away bal Hickey, ball kicked, among ball whered away from/opp from OPP, from opp, tost for reset tost or rest lost or reset 20 MA turn to to face the opp is close to 202 Initlate 100 a spot between drive to the spot blu ball and defense mode ball and our goal out gos Sofety ted reset oppis still close to ball, 24-25 ball charged or ball close to our goal chase " Saper FSMball is close to 022 turn to goal a spot with turned to the drive to same x coord 03 as ball the spot with Initiate to our bot Safety as ball 30 mode back off opp is moving to our bot (1) stor and draw a foul