**Controller**

Communication

* Send initial co-ordinates for all players
* Send player movement updates
* Receive position of ball and players of both teams
* Receive goal scored control packer
* Receive foul information

Processing

* Starting positions for initial, goal and foul scenarios.
* Kick commands.
* Motion direction and speed commands.

Planning/Algorithm

* Decide initial position of players. Should this be based on position of opposition?
* Determine motion of each individual player based on ball location and speed.
* Determine motion of each individual player based on position of other players.
* Determine direction of contact (kick) of player with ball.

External/Interrupt

* Readiness: Push button to indicate readiness.