

Motion Challenge: Hitting a Ball with a racket

Basic challenge description

The goal of the motion challenge is that the robot has to hit the ball with a racket in such a way that the ball flies as far as possible. The ball will be spawned at a specific position and flies in the direction to the robot. The robot should decide if he needs to use the backhand or the forehand depending on how high the ball is in the air.



Figure 1: Example of hitting the ball with the backhand

Additional challenge description

If you have a good solution for the challenge one improvement of the challenge will be to hit the ball in such a way that the ball will hit a specific target/object.