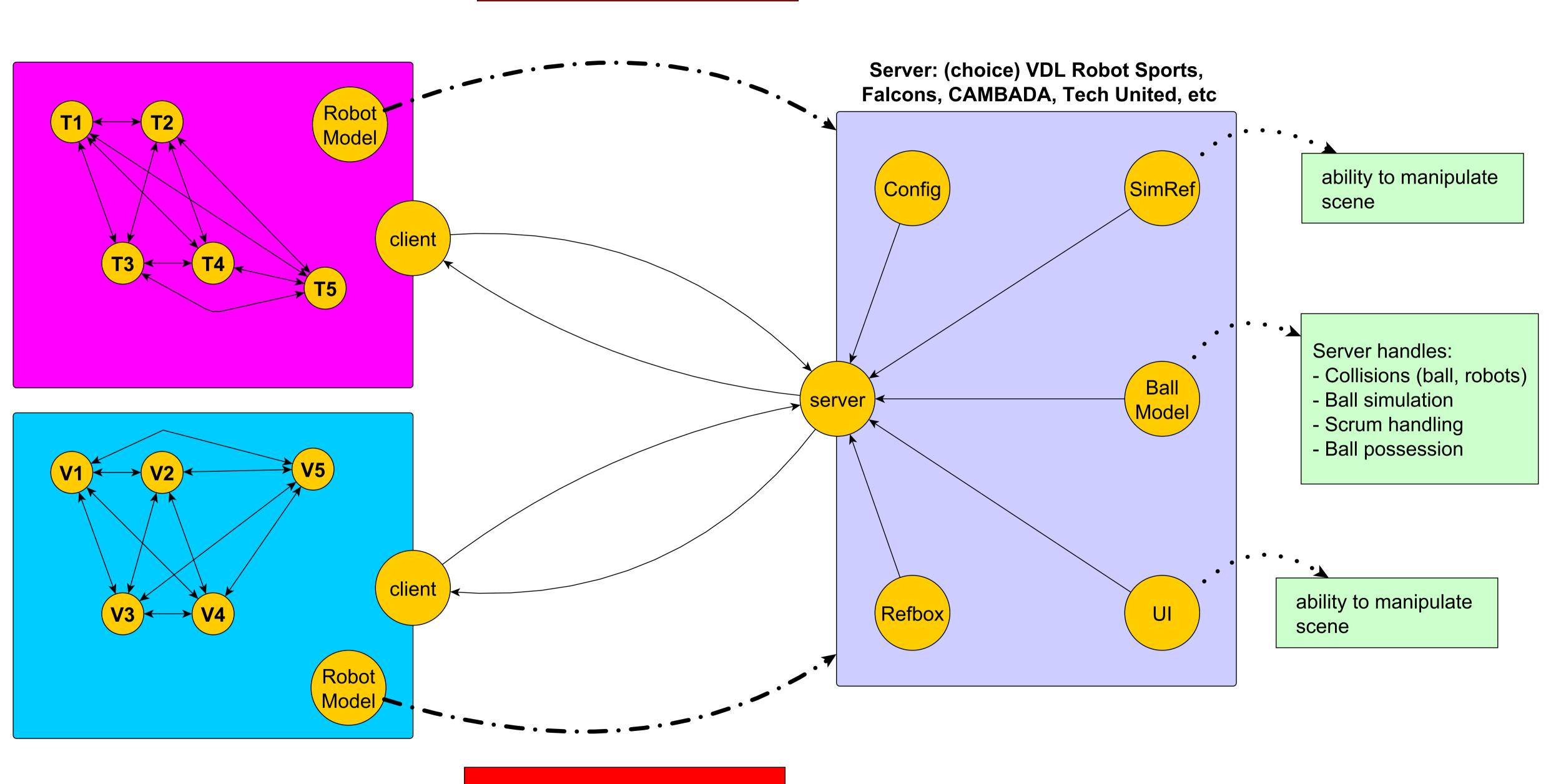
Client to Server:
- robot (ID,x,y,Rz,vx,vy,vRz,team)
- kick (v0,theta)
- dribble (on/off)



Server to Client:

- ball (x,y,z)
- robot (ID,x,y,Rz,team)
- has_ball