

Client to Server:

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

Server: (choice) VDL Robot Sports,
Falcons, CAMBADA, Tech United, etc

ability to manipulate
scene

Server handles:

- Collisions (ball, robots)
- Ball simulation
- Scrum handling
- Ball possession

ability to manipulate
scene

Server to Client:

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

