

Technical Challenge S.1

“The fast shooter”

Goal

Within two minutes, shoot as many goals as possible to an open goal (i.e. with no opponent).

Description

- Get an updated version of SoccerSim specifically prepared for this challenge which you can locate at <https://github.com/RoboCupJuniorTC/rcj-soccer-sim/tree/C1> (please note it is in branch C1)
- You are controlling (that is, programming) the yellow team robot (code should be located in “score_goal” controller)
- The ball starts at a random spot on the central axis.
- When the timer starts, the goal of the robot(s) is to score into the open goal.
- Once a goal is scored, the ball is moved to a random spot on the central axis.
- Your robot is not moved after the goal is scored.
- The timer stops after 120 seconds (two minutes).

Grading

- For each goal scored to the goal you are shooting at you get +1 point.
- For each goal scored to the goal you are *not* shooting at you get -1 point.
- If you miss your interview or if your presentation is longer than 3 minutes, you’ll get half of the points that you scored.

General Guidelines

- The simulation must include team name, league and the number of this challenge (feel free to use the team name label at the top).
- Please use the webots video export function (“[Make Movie](#)”) and export to MP4/AVI.
- The video must be one take without cuts.
- The video must be uploaded to youtube.com or vimeo.com.
- Please send in your video submission **until June 23rd, 2pm UTC** here: <https://forms.gle/T5RQYCpmXJMNQ7e9>