

```
1 far_back(game_info, old_game_info, opponent_distance,  
    controller_input)
```

Returns the controller input (SimpleControllerState) for a far-back default kickoff.

1.1 game_info

GameState. The state of the game for the current frame. Can probably be replaced by `game_info.me` here.

1.2 old_game_info

GameState. The state of the game for the current frame. Can probably be replaced by `game_info.me` here.

1.3 opponent_distance

Float. The least distance from an opponent to the ball.

1.4 controller_input

SimpleControllerState. The controller input. I'm not sure why this needs to be passed in. TODO: Check on this later.

```
2 back_right(game_info, old_game_info, opponent_distance,  
    controller_input)
```

Returns the controller input (SimpleControllerState) for a back-right default kickoff.

2.1 game_info

GameState. The state of the game for the current frame. Can probably be replaced by `game_info.me` here.

2.2 old_game_info

GameState. The state of the game for the current frame. Can probably be replaced by `game_info.me` here.

2.3 opponent_distance

Float. The least distance from an opponent to the ball.

2.4 controller_input

SimpleControllerState. The controller input. I'm not sure why this needs to be passed in. TODO: Check on this later.

```
3 left(game_info, old_game_info, opponent_distance, controller_input)
```

Returns the controller input (SimpleControllerState) for a left default kickoff.

3.1 game_info

GameState. The state of the game for the current frame. Can probably be replaced by `game_info.me` here.

3.2 old_game_info

GameState. The state of the game for the current frame. Can probably be replaced by `game_info.me` here.

3.3 opponent_distance

Float. The least distance from an opponent to the ball.

3.4 controller_input

SimpleControllerState. The controller input. I'm not sure why this needs to be passed in. TODO: Check on this later.

4 right(game_info, old_game_info, opponent_distance, controller_input)

Returns the controller input (SimpleControllerState) for a right default kickoff.

4.1 game_info

GameState. The state of the game for the current frame. Can probably be replaced by `game_info.me` here.

4.2 old_game_info

GameState. The state of the game for the current frame. Can probably be replaced by `game_info.me` here.

4.3 opponent_distance

Float. The least distance from an opponent to the ball.

4.4 controller_input

SimpleControllerState. The controller input. I'm not sure why this needs to be passed in. TODO: Check on this later.