

SoccerAction
acceleration: Vector2D shoot: Vector2D
copy()

Vector2D
angle: double norm: double x: double y: double
copy() static create_random(low,high) distance(Vector2D) dot(Vector2D) from_polar(angle,norm) norm_max(norm) normalize() random(low,high) scale() set(Vector2D)

Ball
vitesse: double position: double
inside_goal() next(sum_of_shoots)

SoccerState
ball: Ball goal: int max_steps: int states: dict((id_team,id_player) -> PlayerState) players: [string] score_team1: int score_team2: int step: int strategies: dict((id_player,id_team)->string)
player_state(id_team,id_player) static create_initial_state(nb_players_1,nb_players_2) get_score_team(id_team) nb_players(id_team)

Strategy
name: string
compute_strategy(state,id_team,id_player)

Player
name: string strategy: SoccerStrategy

PlayerState
position: Vector2D vitesse: Vector2D action: SoccerAction --acceleration: Vector2D --shoot: Vector2D
can_shoot() copy() next(ball,action)