RoboSoccer Project Plan

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Definition of Project Objectives

Win the RoboSoccer Championship

Required Objectives

- Implementation of low and mid-level robot controls.
- Implementation of an advanced artificial intelligence.
- Obey the RoboSoccer rules.
- Implementation of a penalty shoot-out mode.

Team Members

- Hofbauer Markus
- Jiang He
- Meyer Kevin
- Schmidt Benedikt
- Wirnshofer Florian

Team Organisation

Internal Communication

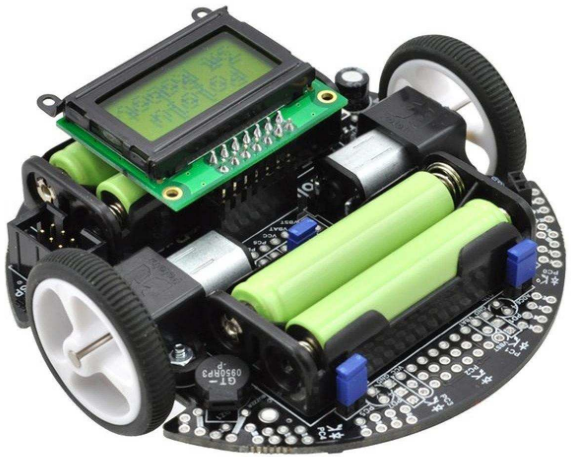
- Team Discussion Board (phpBB: *https://forum.kevin-meyer.de*)
- Email

Meeting on a weekly basis.

Additional meetings on demand.

Hardware

- Three Pololu 3Pi robots per team.
- Image acquisition using a camera above the playground.
- Localization based on computer vision algorithms.
- Communication via dedicated real-time server and a Bluetooth interface.



Software

- **Target & Development-OS**: Linux
- **IDE**: Qt Creator
- **Version Control**: Git (hosted on *https://bitbucket.org*)
- **Build System**: CMake

Tasks I

Project strategy is based on the spiral model with the following milestones:

Deadline: 07.05.2014

- Kick-off Position
- Goalkeeper
- Penalty Shooting

Deadline: 04.06.2014

- Collision Avoidance
- Ball Control
- Player Interactions

Tasks II

Deadline: 25.06.2014

Strategy and Tactics

Deadline: 02.07.2014

RoboSoccer Championship

Resource Plan

PM Schmidt Benedikt

- Communication with the contact person and the tutor of the course.
- General team coordination.
- Monitor realization of project plan.

QM Wirnshofer Florian

- Ensure self-explaining and readable code style.
- Supervise the documentation.
- Maintain repository and discussion board.

Time Schedule

Cost Plan

Implementation