

- Introduction
 - Team name, robot name
 - Describe the three teams
 - Movement & Strategy
 - Vision
 - Robot design
- Robot design
 - Reasons behind the design.
 - What we tried / failed.
 - Different kickers and how it works.
- System structure
 - Client / Server
 - Penalty kick demo
 - How the penalty kick works
 - Future implementation ideas
- Vision
 - Demonstration
 - Contours technique
 - Image thresh-holding
 - Machine learning
 - OpenCV
 - Images of previous work
 - Utilities functions.