

Open Issues RoboDucks

Issue	Description
Run Replay	Rerun the Game by using the replay-file created by the framework in replay mode in the SimRobot. This is very important for us, when we try to figure out new strategies or test recently implemented features.
Optimize Single Robot Orientation	Implement features to make robots more independent on their own, because right now a robot is pretty helpless if it should orientate itself on the football field.
Implement new kick-in techniques	Needed to fit the new Gamerules (if the ball was kicked out, you need to make a kick-in). Currently we have no Feature for this.
Game Controller 2019 Communication	Adjust the existing game controller engine-configs to meet the SPL 2019 requirements.
Substitute the RoboCup Game Controller data structure	Update the header files used for Communicating with the Game Controller.
Changes and optimisation MATE	<p>We have to fix some bugs on MATE software, e.g. Segmentation Fault when NAO QI is restarted while being connected.</p> <p>More debug output in the bottom left corner.</p> <p>Encapsulate exception "Connect Call Failed" when the connection was not successful and print debug messages.</p>
Improve kicking behaviour	Enable the robots to be able to kick the Ball with both legs instead of one to improve kicking accuracy.
Support for NAO v6	Due to massive hardware changes as well as software changes we need to adapt our whole Framework to let the v6 NAOs play football with our framework.