

## World.World

- + robot
- + float STEPTIME
- + int STEPTIME\_MS
- + float VISUALSTEP
- + int VISUALSTEP\_MS
- + int M\_OUR\_KICKOFF
- + int M\_OUR\_KICK\_IN
- + int M\_OUR\_CORNER\_KICK
- + int M\_OUR\_GOAL\_KICK
- + int M\_OUR\_FREE\_KICK
- + int M\_OUR\_PASS
- + int M\_OUR\_DIR\_FREE\_KICK
- + int M\_OUR\_GOAL
- + int M\_OUR\_OFFSIDE
- + int M\_THEIR\_KICKOFF
- + int M\_THEIR\_KICK\_IN
- + int M\_THEIR\_CORNER\_KICK
- + int M\_THEIR\_GOAL\_KICK
- + int M\_THEIR\_FREE\_KICK
- + int M\_THEIR\_PASS
- + int M\_THEIR\_DIR\_FREE\_KICK
- + int M\_THEIR\_GOAL
- + int M\_THEIR\_OFFSIDE
- + int M\_BEFORE\_KICKOFF
- + int M\_GAME\_OVER
- + int M\_PLAY\_ON
- + int MG\_OUR\_KICK
- + int MG\_THEIR\_KICK
- + int MG\_ACTIVE\_BEAM
- + int MG\_PASSIVE\_BEAM
- + int MG\_OTHER
- + tuple FLAGS\_CORNERS\_POS
- + tuple FLAGS\_POSTS\_POS
- + `__init__(self, list [list[str]] creation _options)`