Basic AIBO Soccer  
CS4631 Project 4  
Due in class Thursday April 15

April 9, 2004

1 Overview

For this project you will program your AIBO to push (or kick) a pink ball into a blue goal.

Your robot will be placed in three initial conditions, then allowed to score a goal. The intial conditions are progressively more difficult. You will get most of the available points for solving the first two:

1. Robot about 1.5 meters from the goal, facing the goal straight on, with the ball .75 meters from the goal, between the robot and the goal.

2. Robot about 1.5 meters from the goal, but off to the side, with the ball .75 meters directly in front of the goal. This will require the robot to move towards the ball first, then towards the goal.

3. Robot about .5 meters from the goal, facing the ball (away from the goal), with the ball .75 meters from the goal.

2 Deliverables

Write a short description of how you programmed the robot to score a goal. Which sections of code did you modify? Append the new code to your hand in.

Include a description of the responsibilities for each member of your team. It is OK if on this project one team member did less than the others, but be sure to note that this person will have more responsibilities for the next assignment, or had more responsibilities on the last assignment. In any event, all team members should understand what was done to make the code work.

Demonstrate the scoring code to your team leader. Ask your team leader to write a short description (one or two sentences) of how well your code works. Have him sign it and staple it to your hand in.
Good luck!