

Rules 3D Development Competition for Simulation League RoboCup 2005 Osaka

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Abstract

This document contains official rules for the 3D development competition at RoboCup 2005 in Osaka. For additional information, please have a look at

<http://www.science.uva.nl/~jellekok/robocup/rc05/>

1 Introduction

Last year saw the introduction of the new 3D simulator to the RoboCup competitions. It was successfully used at the competitions in Iran and Portugal, but nonetheless, this can only be seen as a starting point in respect of our final goal. Therefore, much more work on the simulator is needed which is why this development competition is introduced. We hope to get more input from the community and to speed up the development of the 3D simulator.

2 Details

There are lots of things that need to be worked on in the server, including

- speed improvements
- implementing more of the FIFA rules
- coach
- different robot models
- more sensor models
- visualizations
- various tools

The current code base of the 3D server should be used to build upon (e.g. by developing plug-ins) for this competition. If the proposed ideas get accepted by the technical committee, they will be incorporated into the official simulator.

3 Competition Procedures

The competition will be very similar to the one on '3D monitor and coaching tools' held at past RoboCups. The participating teams are free to show and explain their work to interested people throughout the earlier competition days. Later, during two longer sessions towards the end of the competition, every team will get 5 minutes to give a presentation to the general audience. There will be up to three 'contribution awards' for the best entries, based on a ranking both by the technical/organization committee and the teamleaders.