SBC++ Presentation Team

Amin Abbaspour, Amir Hedayati, and Eslam Nazemi

nazemi@cc.sbu.ac.ir
Electrical and Computer Engineering Faculty
Shahid Beheshti University

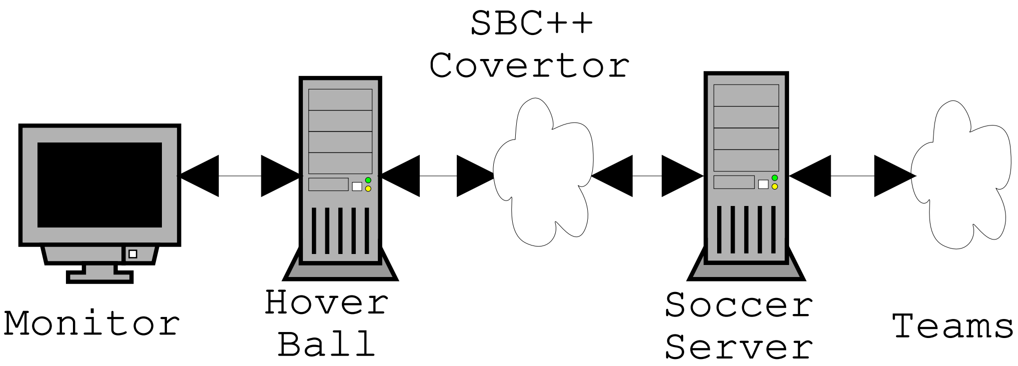
Abstract. In this paper we briefly describe the approaches of SBC++ presentation team. Our team is based on the OpenGL[1] graphic APIs. We have added new abilities to the HoverBall[2] a simulator and presenter of soccer.

1 Introduction

RoboCup simulation continues to its development and while game rules become more and more realistic, and all the simulator teams try to reach the soccer level human plays, role of presentation programs becomes more and more significant. Our team, SBC++, based on its experience in RoboCup simulation, has try to participate in this year's RoboCup competition as a presentation team. Following comes the techniques we have used and some ideas we are planning to reach until the RoboCup international challenge in Japan.

2 OpenGL based presentation

Since we have used HoverBall, our main attempts were in the field of network synchronization and graphical optimization which was necessary in order to answer the high ratio of packages coming from soccer server. Designing of graphical players in a way that they can show the running and tackling in a fast and interesting way was another stage of the work.
In this figure you can see a brief of what our team does.



We have tried to do the least modification to the HoverBall but in some cases it was necessary, since we added some optimization that HoverBall itself does not have.

3 Future works

We are planing to add layers to support other soccer presenters such as EA sports'[3] FIFA game. It's obvious that this can add a new and vast area of challenge and interest in RoboCup simulation. Although a lot of work has to be done to meet the world model and actions of player between a soccer game presenter such as EA sports and RoboCup soccer server, but we are trying to add at least one other presenter's controlling layer to our presentation team since Japan's competitions.

References

[1] OpenGL API. Silicon graphics. http://www.sgi.com/

[2] HoverBall http://hoverball.sourceforge.net/

[3] EA sports. http://www.easports.com