Tsubame-Gaesi 3D Team Description

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Abstract

This paper describes the plan of the Tsubame-Gaeshi 3D soccer simulation team. Tsubame-Gaeshi 3D is a 3D soccer simulation team based on the agenttest which is included in the rcssserver3d package. The team aims to realize a 3-dimensional soccer play and transport strategies and team plays from some 2D simulation teams.

1 Introduction

Tsubame-Gaeshi 3D simulation team is a new team. The architecture based on the agenttest included the rcssserver3d package. And the strategy will be transported from some 2D simulation teams([Zeng 1999], [Gnez 2000]). The team aims to realize a 3-dimensional soccer play. For example, Pass and shoot, which fly over the opponents. To this end the 3-dimensional kick skill should be developed.
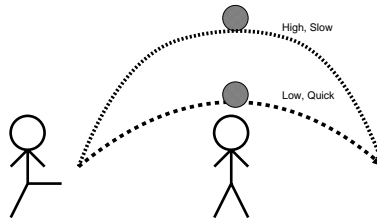
2 3D kick skill

Figure 1: many ball courses

The 3D simulation[Marco 2003] makes many kinds of pass or shoot courses realize. In the 2D simulation, there is only one way to kick ball to a point. But in the 3D simulation the player agent can choice a way from a lot of ways by tuning of elevation angle and kick power. It is very important from the strategical point of view, mastering the 3D kick skill.

3 Plans

Our develop plans are shown as follows. (1st) Transport simple strategy from
2D simulation teams. (2nd) Develop 3D kick skill. (3rd) Tune the skill with
GA and GP. (4th) Start developing high level strategy.

4 Conclusions

In this paper, we have addressed a 3D kick skill and our develop plans.

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