RoboGunners 3DD Team Description
(Draft for qualification)

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Introduction

Since the first version of 3D Soccer Server, the server had its own format for log files. This way, we could not put log files on the web. There are some 3D technologies on the web, for example, VRML and X3D. Our idea is using a standard format like VRML instead of using a new format.

Using a standard format like VRML has two main advantages, there are many cross-platform viewers for them and they are web compatible. Therefore, we working on two tasks:

a) Providing a few tools for saving log files in VRML and playing them
b) Developing a new feature for the server to send scenery data to a VRML viewer (instead of the current monitor)

Conclusion

In conclusion, we have started our work and so far have written a very simple field for soccer in VRML. You can find the VRML file along with this document. In our experiments we are using FreeWRL and recommend it. We have a to-do list:

a) soccerbot in VRML (started)
b) adding a module to the server to save positions and angles in VRML format (we have written a simple module which saves monitor messages, needs more work)
c) pause, forward, backward facilities in VRML (script)
d) feeding online a VRML viewer from the server

Since the nature of this project is simple, we predict we will have a working version (of parts a to c) until the end of March.