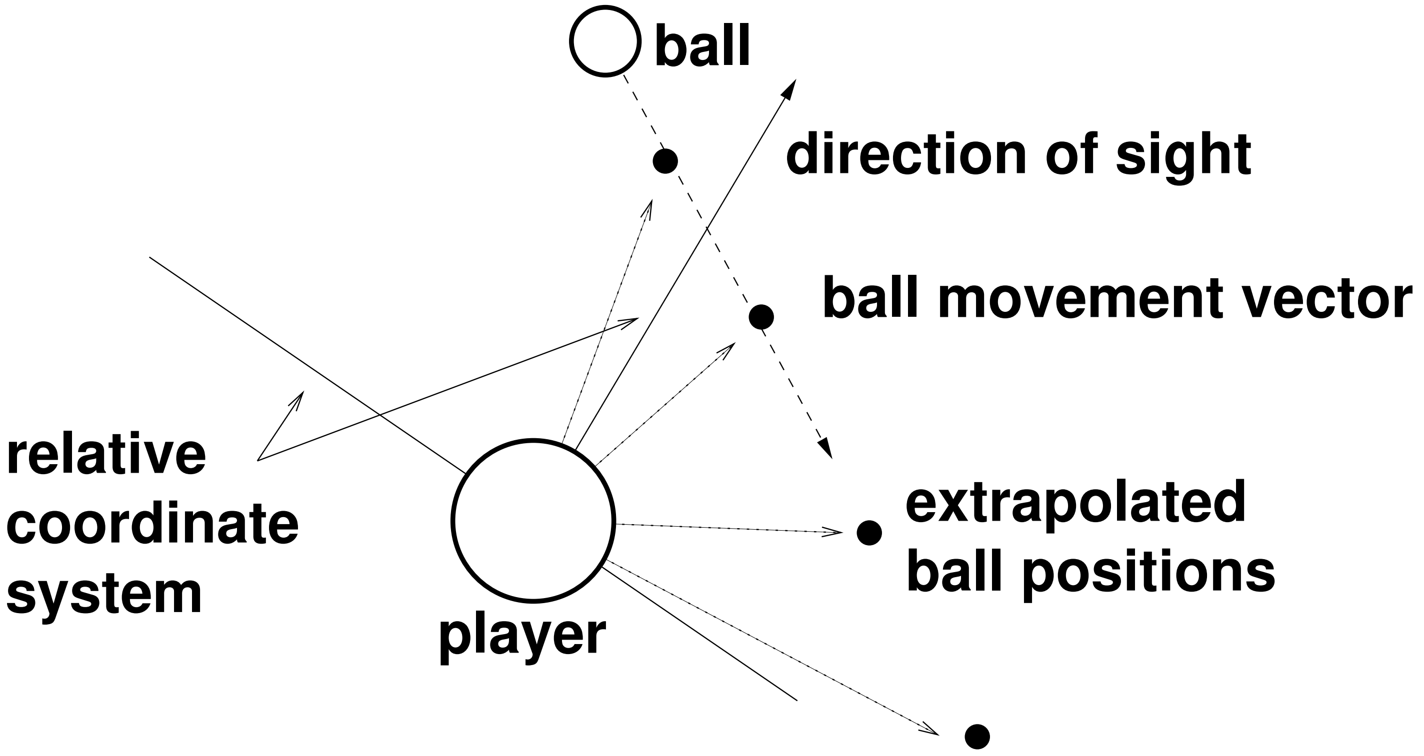
Football Agents

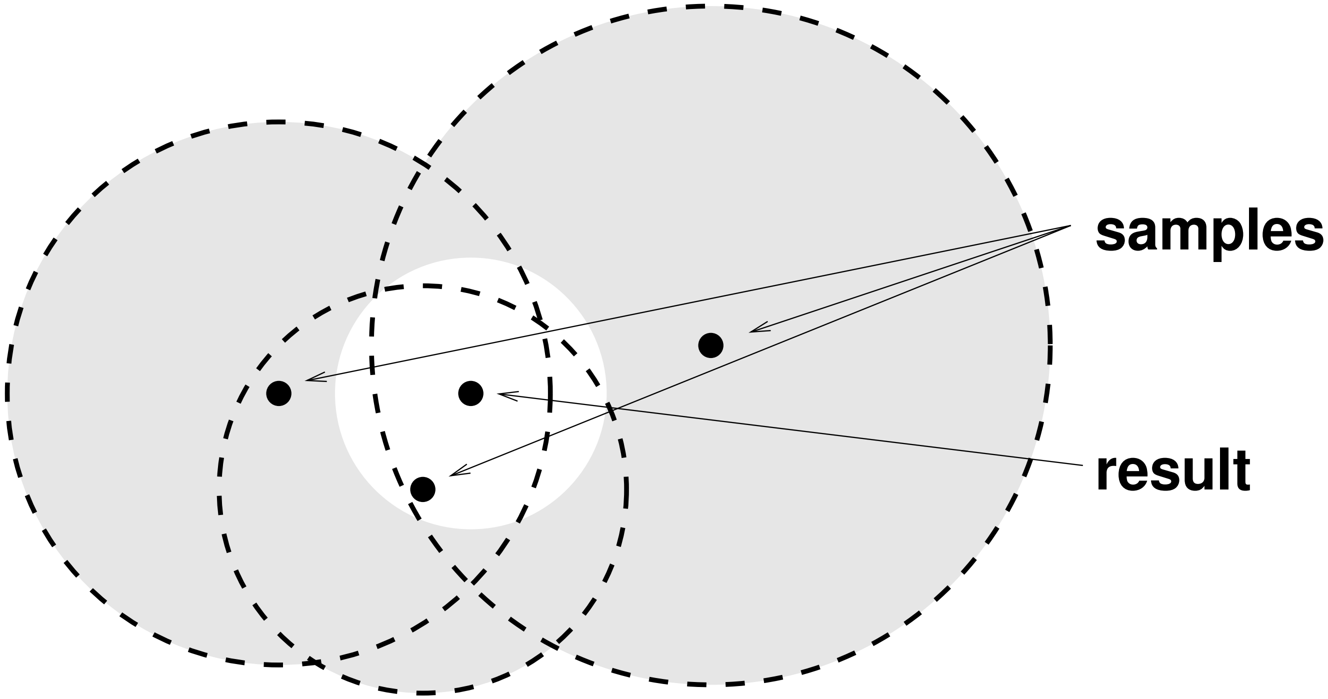
Antti Huima

Foundations of Agent-Based Programming

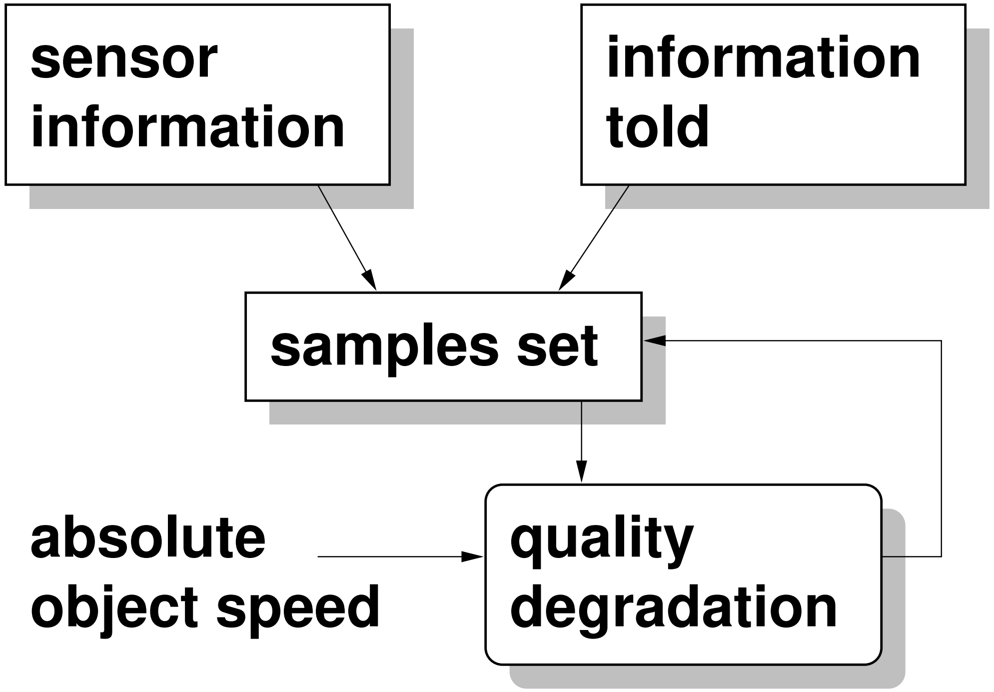
Catching Ball Using Prediction



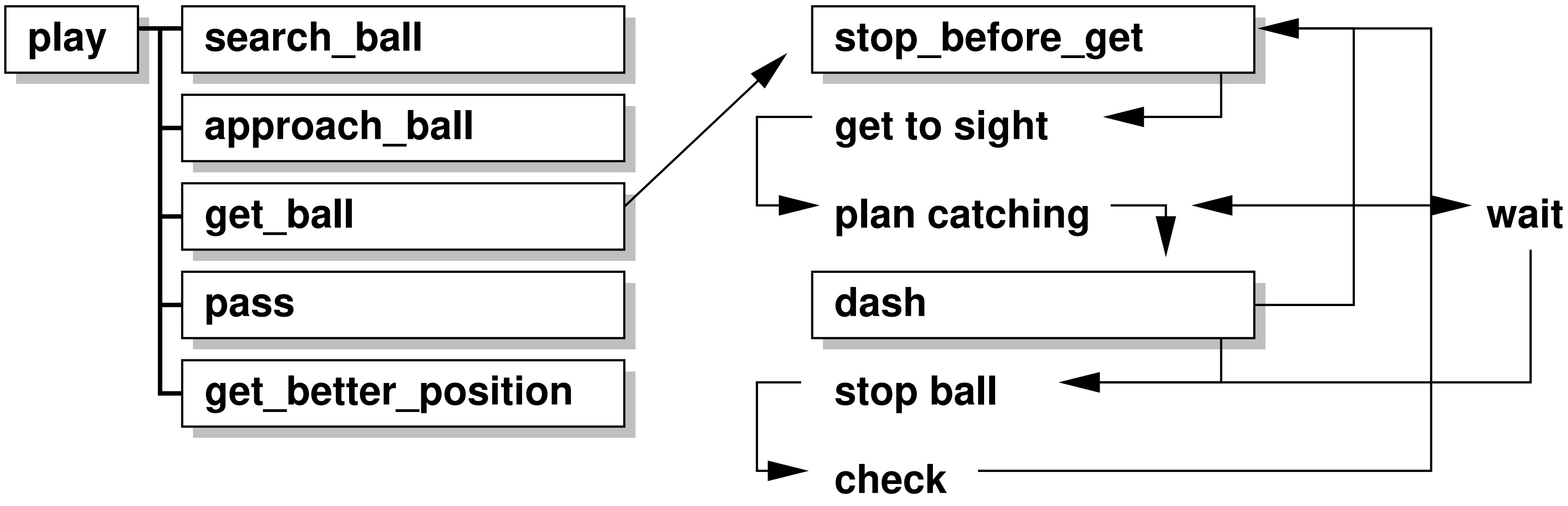
Global Positioning



Global Positioning 2



Task Model


play
search_ball
approach_ball
get_ball
pass
get_better_position
stop_before_get
get to sight
plan catching
wait
dash
stop ball
check