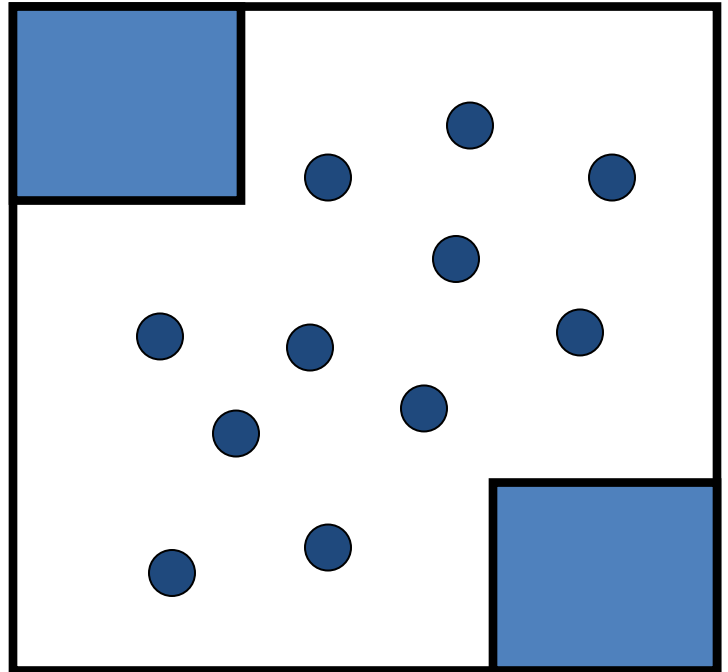


Hockey Bots Competition

The Challenge:

Get your robot to collect as many “pucks” as possible and put them in either goal. You will be competing in real time against a second robot.



Rules and Details:

- Robot with the most pucks in either net wins
- Both robots will start at random spots in the arena chosen by the referee
- You will be given a 2.5-minute time limit.
- Arena boundaries will be 10 cm high wood walls
- Pucks will be small round plastic disks (disk will have a approx 1 cm height but will easily slide along the floor)
- You can use *any* strategy you wish (inhibit the other robot, hoard pucks etc). But you must have scored more than other robot to win.
- If no robot has scored in 2.5 minutes. Mr. Walzl will issue a winner or eliminate both robots.
- Your “*Hockey stick*” must not be bigger than 15cm.

Marking: Hand in a *clear* algorithm and your code (with a completed assessment chart attached). Bonus marks and prizes for top bots in the tournament.