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Abstract
This thesis mainly discusses the strategies of the soccer robots and designs the planning of obstacle avoidance, and the corresponding routes. We propose a method using assign roles-rules to assign roles and jobs to the robots swiftly. Among these, assign roles rules decides the role and job of the robot according to the distance and
angle for reaching the goal.
At the aspect of attacking, we will propose a shot-at-the-goal mode and obstacle avoidance to help the robots belonging to our team to score. Regarding the planning of obstacle avoidance, we address a scheme with ant colony algorithm to design the optimal route of soccer robot.
Finally, we add average algorithm control to assist our robots to predict the nextpositions or movements of the target to make the whole strategy more flawless.
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