

Automated Commentaries for Simulated Soccer

Ball Distribution Graphic

Audience	All
Author	Adrien Martel
Scope	
Date Created	19/02/07
Version Number	0.1
Version History	0.1 – Original Document (AM)
Reviewed	Yes
Last saved by , 14/03/2007	

Sign-off sheet

Date: 15/02/2007

Document Author Signature: AM*

Document Author Name: Adrien Martel

Quality Assurance Signature: AS*

Quality Assurance Name: Akbar Sherwani

Project Manager Signature: AM*

Project Manager Name: Ahsan Mussa

* By signing this document you approve that the entire contents of the deliverable has been reviewed and is in line with the objectives of the project.

Automated Commentaries for Simulated Soccer

1. Introduction

As a further development to the analysis of the game, we decided to develop a widget to analyse the average position of the ball during a match. The pitch was divided into thirds and the game analyser tallies the ball positions and relays the information to the stats class which stores these tallies over each half of the game. Every cycle of the stats class, the tallies are converted into subsequent percentages which are relayed to the display.

1.1. DetailedStats.java

This is where it all happens. It extends the PitchPanel class that holds all the functionality of loading the pitch image and displaying it within a JFrame. For this instance, the pitch is a JPEG of a pitch that has been equally separated in thirds.

2 important methods in this class deal with the updating of the relevant third fields and painting to the component.

updateThirds() method is called by the stats object every time the stats run method loops to update the 3 parameters relating to the percentages of where the ball has been. (cumulated to now in the game). Every time this method is called, there is a subsequent call to repaint to redraw all the graphics within the widget.

paintComponent() method is called on every subsequent call to the repaint method. This repaints the pitch to screen and adds the latest percentages with the correct coordinates to fit within the desired thirds.