

FUT-K Strategy for Drop-in Challenge

Drrible and Position

Our agents decide to do drrible or positioning by depending on the distance between the ball and each agent. If our agent is nearest to the ball, that agent drrible the ball. But they consider falling agent. The priority of falling agent is very low. So if falling agent is nearest to the ball, there are case when our agent drrible the ball. If our agent isn't nearest to the ball, the agent goes near the ball or to a position of the defender. A position of the defender is the center of the field or near the goalpost of our team.

Kick

In case of the ball in the far goalpost, our agents use the long-distance kick when they see the opponent agents more than 9 and the opponent agents isn't near the ball or the play mode is our available kick. So our agents don't use that kick so much.

In case of the ball near the goalpost, our agents use the kick that can shoot the ball more than 5 meter.