

Theme it up challenge report

Our adapted game theme is based on space and the galaxy. Everyone on our team found space extremely interesting and wanted to incorporate it into our game adaptation. We also chose this theme because our team name is “Supernovas.” A supernova is an explosion that occurs in outer space. To begin planning our storyboard we decided to brainstorm different creatures that would live in outer space. We also thought about the many disasters that happen in outer space. This would create a purpose for the game and add a level of interest. This is how we came up with the plot of our adapted game. The creatures in our galaxy are aliens and The Sisters Of The Galaxy. The problem that would have to be solved is a supernova explosion. The Sisters Of The Galaxy defend and protect outer space and all of the creatures that live there. In the game your robot plays the role of The Sisters Of The Galaxy.

The robots interact with scoring object and field elements because of a colossal supernova that destroyed the aliens colony. You, the driver, must put the aliens in ships in order to get all of them home together. You must follow the respective scoring and come up with the best method, or strategy, to get as many aliens home, as quickly as possible. The sooner the aliens get home, the sooner The Sisters Of The Galaxy can prepare for another mission.

We created three sketches in order to represent our story. Our first sketch that shows the creatures being separated represents the supernova and everything is destroyed. Our second sketch was the logo that would be on all of the ships that the aliens would be put on in order to be reunited. Lastly, our third sketch shows what the game board would look like.

In our game an alien pod acts as each singular riser. When the robot sets an alien pod in the scoring goal it makes a mothership. A mothership is not equivalent to any points in the game. When you make a completed row the alien pods combine to make a mega pod. A megapod is worth six points. You get one point for each alien pod scored and three points for the completed row. Once you make a mega pod your aliens can be shipped away to their respected home. They can then all reunite. If you make a three stack and a completed row together it is called a super pod. This would be 38 points. A super pod would consist of five alien pods. You would also get 3 points for the completed row. You would earn thirty points for the completed stack. If you make a super pod you can fill up the alien pods to full capacity. Full capacity is twice the amount of aliens that would normally be allowed in an alien pod. Full capacity would be equivalent to double the amount of points you earn. This allows more aliens to make it to their home at the same time. This expedites the process of all the aliens reuniting. In the “Rise Above” challenge the better strategy you create the more points you earn. In our adapted game the same principle applies in our game. The goal is to work together as The Sisters Of The Galaxy.