

# Conjure Up!

## Team 2657A

### The Sandpiper Hexperts

#### Our Purpose

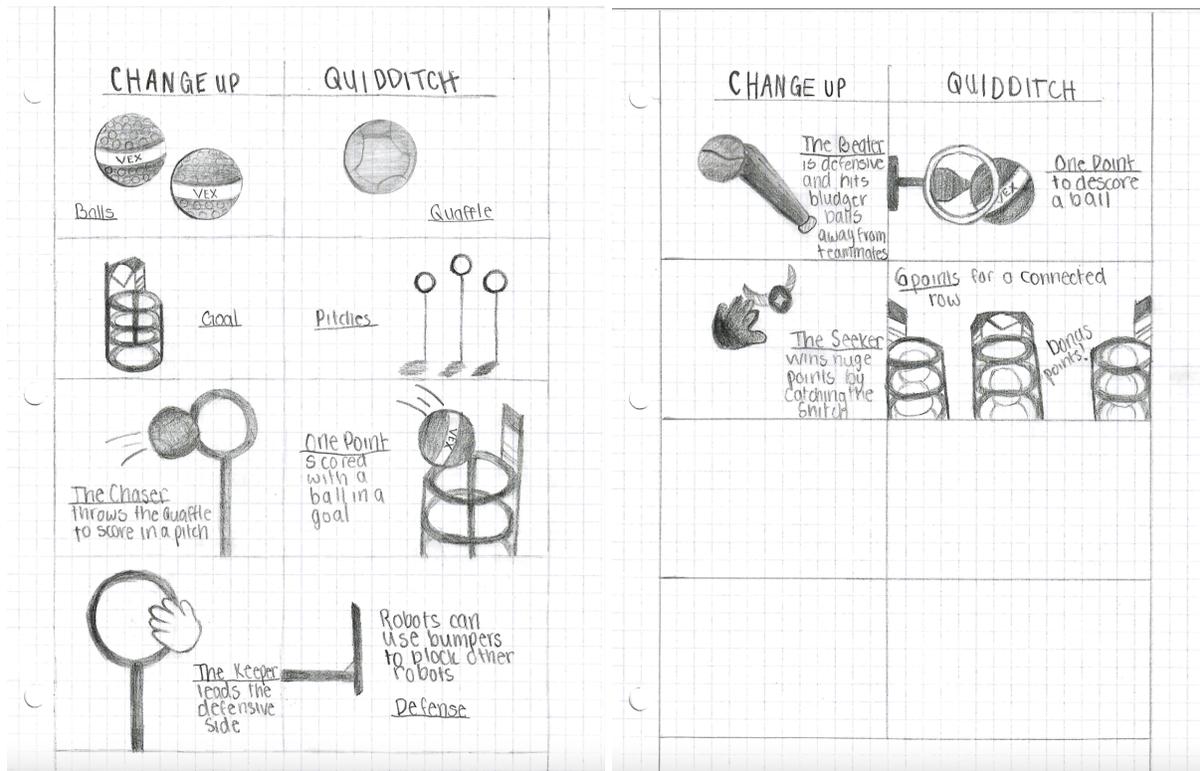
It's time to *Conjure Up* some points to score in our Quidditch-themed version of the VEX VRC game, *Change Up*! We are team 2657A, the Sandpiper Hexperts, a new VRC team consisting of members with different ages, grade levels, genders, experiences, and interests. For the *Theme it Up* online challenge, we decided to incorporate our team's spirit and interests into the Change Up game, so we drew inspiration from the *Harry Potter* book series. Our team adores this series, its characters, and its plot. In the series, the sport which is played at Hogwarts, the fictional school, is called Quidditch. Quidditch is a game played in the air on broomsticks with different positions for each player on the team (one Seeker, two Beaters, three Chasers, and one Keeper.) To score points in the game, players must throw the “Quaffle” (a red ball) into hoops. Seeing parallels between the objectives of different players and how points are scored in Quidditch and Change Up led us to our final project: “Conjure Up!”

#### Naming The Field Elements

“Conjure Up!” has the same elements as the Change Up game, but gives special importance to the purpose of each robot on the field. The game is set on the premise that the two best Quidditch teams at Hogwarts, named “Gryffindor” and “Ravenclaw,” will be competing to win the Hogwarts Quidditch Cup. Since there are four different positions in Quidditch and four robots on the field in Change Up, we gave each robot a respective role. The Seeker and Beater represent the Gryffindors and the Keeper and Chaser represent the Ravenclaws. Goals were renamed to pitches, as pitches are hoops at the end of a Quidditch field that are used to score. Robots like Seekers primarily score connected rows, Chasers score balls in pitches, Beaters score balls, and Keepers defend against other robots. By giving each robot a role that they would have in Quidditch, we merged elements of Change Up and Quidditch together.

**The Design Process**

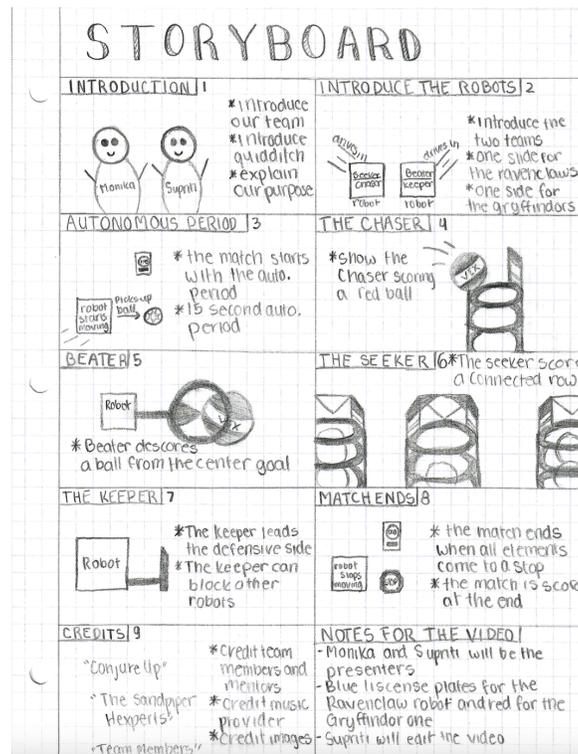
Settling on the final idea of basing the game on Quidditch was a long process. We initially planned on creating a basketball *All-Star Weekend* themed game, but in an effort to create a unique and entertaining take on the Change Up game, we decided to use Quidditch as our subject. In the process of creating our video and game idea, we wanted to ensure that the information presented in our video would be consistent with what is included in the official game reveal for Change Up. This is why we reviewed the official game rules, definitions, and reveal multiple times. In the storyboard below, one of our team members, Supriti, drew sketches of Change Up field elements and Quidditch elements, so that we could view them side by side and determine how we would label each field element in the new game. This planner helped us bring our ideas to life.



**Storyboard Creation**

After deciding on the names and terminology for each part and field element in the game, we moved onto planning the outline of our video. Below is the storyboard we used to organize our collective thoughts for the ideal video. Each box, indicating a new scene, depicts our vision for what

the final video would look like. Supriti led the creation of this online challenge, so she took up the role of drafting a script for the final video. However, since everyone contributed to the design of the storyboard, we ensured that all team members’ ideas were accounted for, included, and featured in our final video.



**The Hogwarts Quidditch Cup!**

The competitive and fun spirit of Quidditch and Vex Robotics are quite similar! Quidditch tournaments are a large-school wide event, as are robotics competitions. Winning a Quidditch game is a coveted feat, just like Teamwork Champion and Excellence Awards are in Vex. This is why we created the ultimate prize for our new game: The Hogwarts Quidditch Cup! Our new award merges the worlds of Quidditch and Change Up once more.



### Concluding Notes

The Harry Potter series is a well known and widely loved book series, and by using the Quidditch element from the books, we have created a game that many can understand, play, enjoy, and share. Inclusivity is our key policy, so we aimed to create a game that would have our favorite elements of Quidditch, but also stay true to the Change Up game and be friendly to those who don't know much about Harry Potter. This will encourage younger students to participate in robotics and make STEM learning more relatable. From Change Up to Quidditch, we hope that students will enjoy Conjuring Up some points--and magic!