

Hello! We are Team 95070B, and we are proud to introduce our theme of the 2020-21 season's game, Change Up, which is Rover Rescue! This takes place a few decades in the future, when terraforming Mars might be feasible.

In our storyboard, there is a critical failure with the Mars Rover, and NASA's team of scientists ultimately decide to bring it back. The Mars Rover has broken one of its wheels! The Mars Rover is designed to help scout which land is available to terraform. They sent a rocket with astronauts to help bring it back. In the rocket, the rocket fuel planned for the return to Earth spilled out on Mars, but it was packed in spheres. However, local Martian creatures try to steal the Mars Rover, since it is made out of rare materials, and would fetch a lot of money on the Martian black market. They want to steal it so they can sell it for a lot of money. Because of the dispute, the United Planets outpost on Mars will determine who will get it, since the United Planets determines that each side has an equal right to get it. So, there will be a competition to see who will get it. The two sides use their VEX robots to place the rocket fuel balls in the towers. Then, there will be an autonomous period when each team's robot will be autonomously programmed to get their ball at the top, and by connecting their home row. To continue, the two sides will battle to see who gets the most points by scoring balls and connecting rows. The winner will receive all of the rocket fuel balls. This will be explained more later.

We've renamed the most significant VEX parts and rules to fit into our theme. Some of the parts we have renamed are things like balls, towers, robots, and even aspects of the game like winning, descoring, and alliances themselves. We have the ball as rocket fuel as it combines with the idea that the balls need to power the rockets needed to take astronauts home. Also, we have renamed the goal deposits since, in reality, they are large pits on the Martian surface to deposit the balls. Another name we have given was the drive team and team members. We renamed the drive team to be the astronauts and the rest of the team to be scientists in the Lyndon B. Johnson Space Center in Houston. This is realistic, as the rocket

and filling up the rocket are a part of the same team as the astronauts, but instead of being in the front lines, they are safe away from the field.

Field elements, which are rules such as not being able to cross sides in autonomous rounds are also in play while following the storyboard we have made. An example is that you want to get the correct color balls in the tower. For the astronauts, aliens try to steal the fuel, so the aliens made fake replicas to confuse the astronauts. The astronauts have to make sure that the right fuel is being used instead of the fakes. The right fuel is blue in color, and the fake fuel is red in color. It also has to have the right fuel on top, since after the match, the referees will only check the top fuel, and if it is fake, the points from the fuel will go to the Martian creatures. Another example is the reason why both teams cannot go past the halfway point is that NASA and the Martian creatures haven't discovered that part yet.

The reasons for victory for each team are simple. The reason the Martian creatures want to win is because they want to get it to sell on the black market. In the black market, it can sell for a lot of money, and can fund their entire civilization for a few years. The reason why the astronauts want to win is in order to be able to bring the rover back to Earth, since it is a truly groundbreaking rover and is designed to help terraform Mars to build a large, habitable colony capable of fitting a few thousand people.

This is our theme of the current season's game. We gave names to the fields and objects, and we told a story describing the reasons for victory. This is our submission for the Theme It Up! Challenge, and we hoped you enjoyed it.