

**VRC High School- Theme it Up! Online
Challenge:**

Capture the Flag

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Section 1

The Game

Overview:

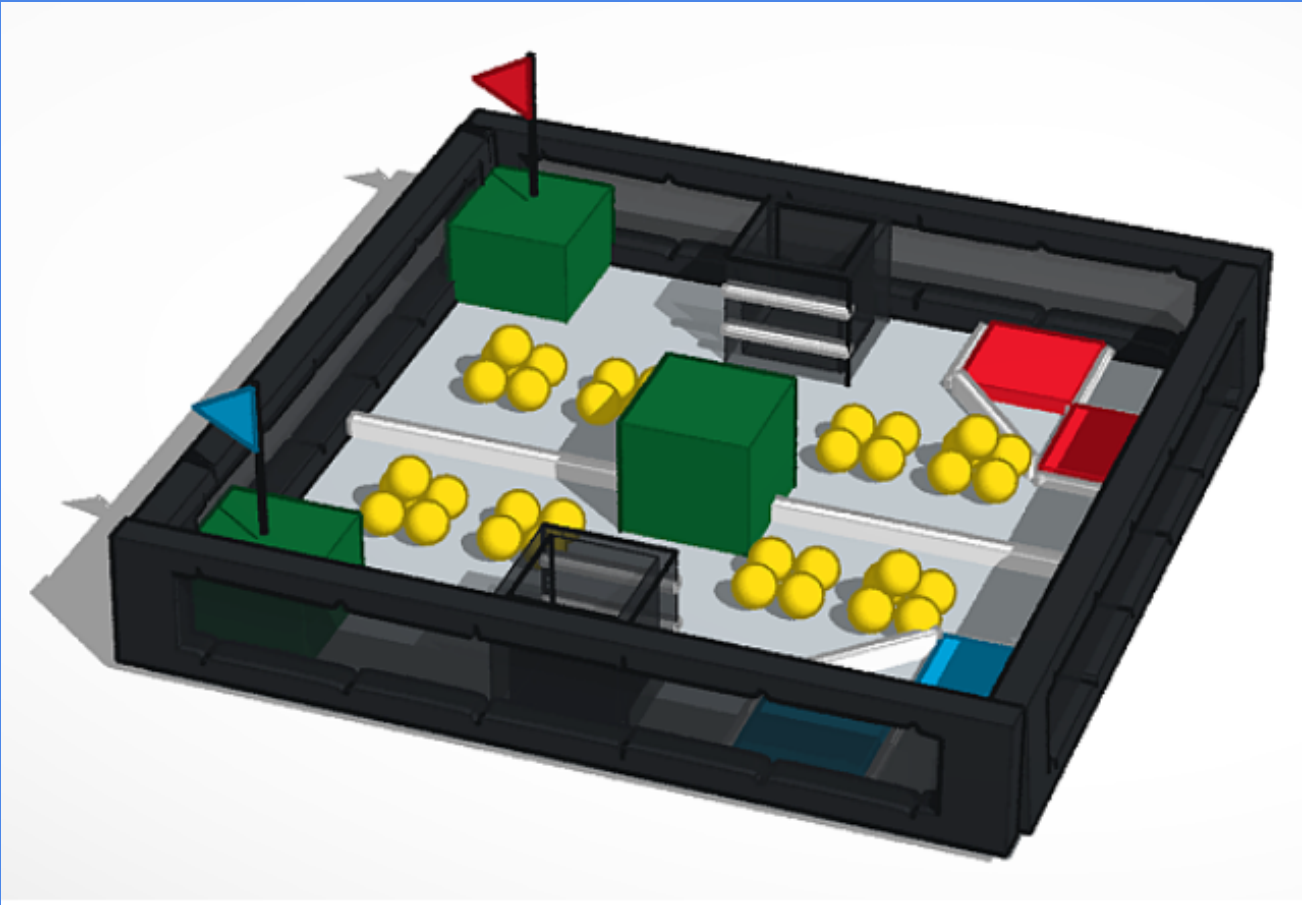
VRC High School- Theme it Up! Online Challenge is a challenge where a team creates their own theme or game for VEX EDR.

Game Description:

The robots are required to obtain the field elements (spheres and flag) and place them on their designated area in order to acquire points. The alliance with the most points wins the match. The game represents the commonly known child game, capture the flag. In this game you have to capture your own flag and move it to the center of the field. The flag represents the flag you have to capture and the spheres are used to obtain extra points. Ultimately, you win the game by being the team to finish with the flag in its designated area. The victory is presented to the team with the most points after all their previous alliance matches

An Autonomous Win Point is awarded to any Alliance that has Cleared their AWP line and Scored at least one sphere in a Clear Basket.

An Autonomous Bonus is awarded to the Alliance that has the most points at the end of the Autonomous period.



The VEX Robotics Capture the Flag field consists of the following:

- Thirty-six (36) spheres
 - Eighteen (18) per alliance that begin on two separate sides of the field

- One (1), Clear Basket, per Alliance

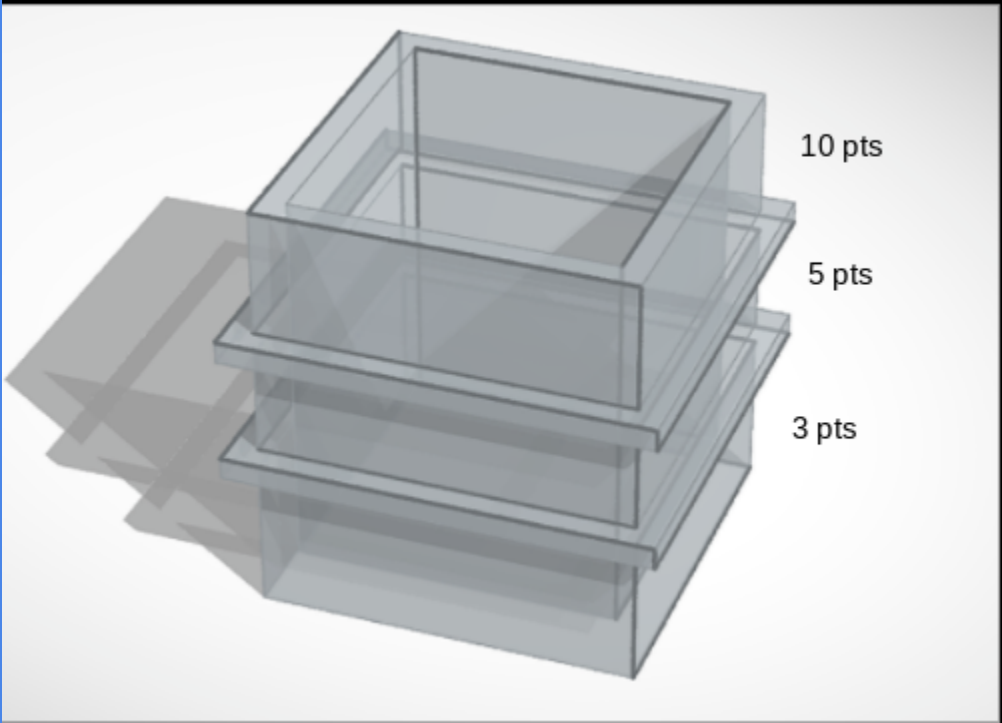
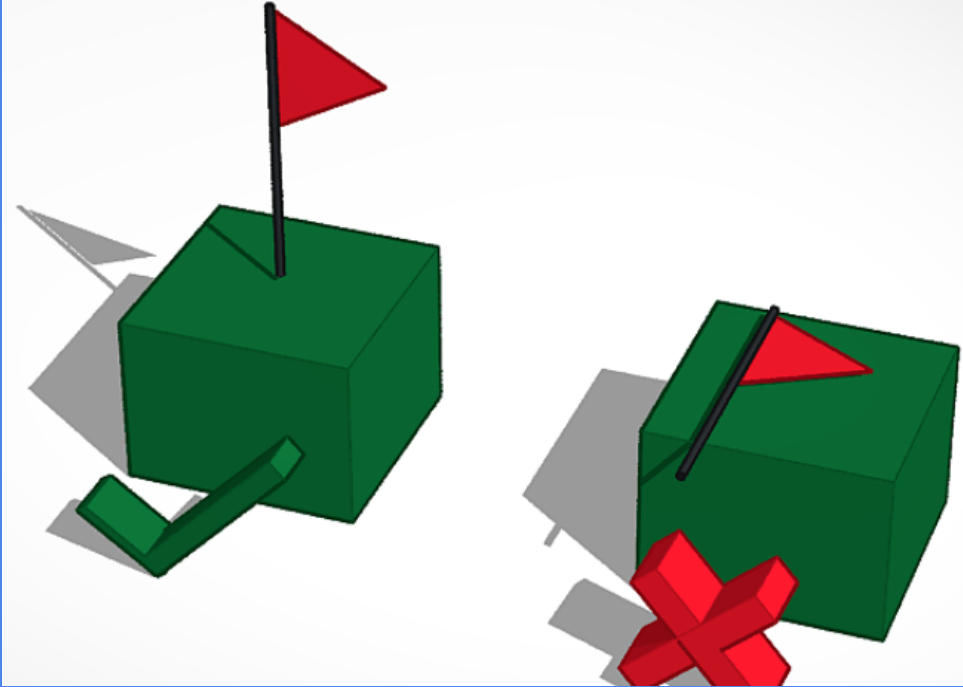
- Three (3), Green Box

- One (1), Flag, per Alliance

Section 2

Scoring

Object	Objective	Points Earned
Flag	Obtain your teams color flag and place it on the foam box	20
Spheres	Obtain the spheres and place them on the clear box	1
Clear Box with levels	Fill the box up with spheres in order to earn the points from each level	3,5,10
Green box foam	Flag correctly placed on box	40



Game Definitions

Alliance- A Pre-assigned grouping of two (2) Teams paired together during a given *Match*.

Alliance station- – The designated regions where the Drive Team Members must remain for the duration of the *Match*.

Disablement- – A penalty applied to a Team for a rule violation. A Team that is Disabled is not allowed to operate their Robot for the remainder of the Match.

Disqualifications— A penalty applied to a Team for a rule violation. A Team that receives a Disqualification receives zero (0) Win Points, Autonomous Win Points, Autonomous Points, and Strength of Schedule Points. When a Team is Disqualified they receive a loss for the Match.

Drive Team Member(s)- A Student who stands in the Alliance Station during a Match.

Match- An Autonomous Period followed by a Driver Controlled Period for a total time of two minutes (2:00).

- Autonomous period- fifteen second (0:15) time period, only inputs and to commands pre-programmed operate the Robot
- Driver Controlled Period- one minute and forty-five second (1:45) time period, Drive Team Members operate their Robot.

Team- A Student who stands in the Alliance Station during a Match for each Team. Only Drive Team Members are permitted to stand in the Alliance Station and touch the controls during the Match.

Game Specific Definitions

AWP line- The white tape line, one (1) per Alliance Home Zone.

Alliance Home Zone- One of two (2) areas of gray foam tiles, where robots begin the match.

Cleared- An Alliance Mobile Goal state, not contacting its AWP Line.

Flagged- The Flag state, contacting Green Box.

Clear Basket- One of two (2) scoring of spheres, one (1) per Alliance.

Green Box- One of two (2) scoring of flags, one (1) per Alliance.

Specific Game Rules

<SG1> No students are allowed on the field

<SG2> Trapping is allowed only for 5 seconds

<SG3> The last 30 second on the game you can remove the opponents flag from the green ox if already placed

<SG4> You may go to the opponent's side to capture opponents spheres to place in own clear box/goal

<SG5> No student allowed in the field contacting any foam tiles or items

<SG6> You begin the game with your robot placed in its specific area (red and blue assigned areas)