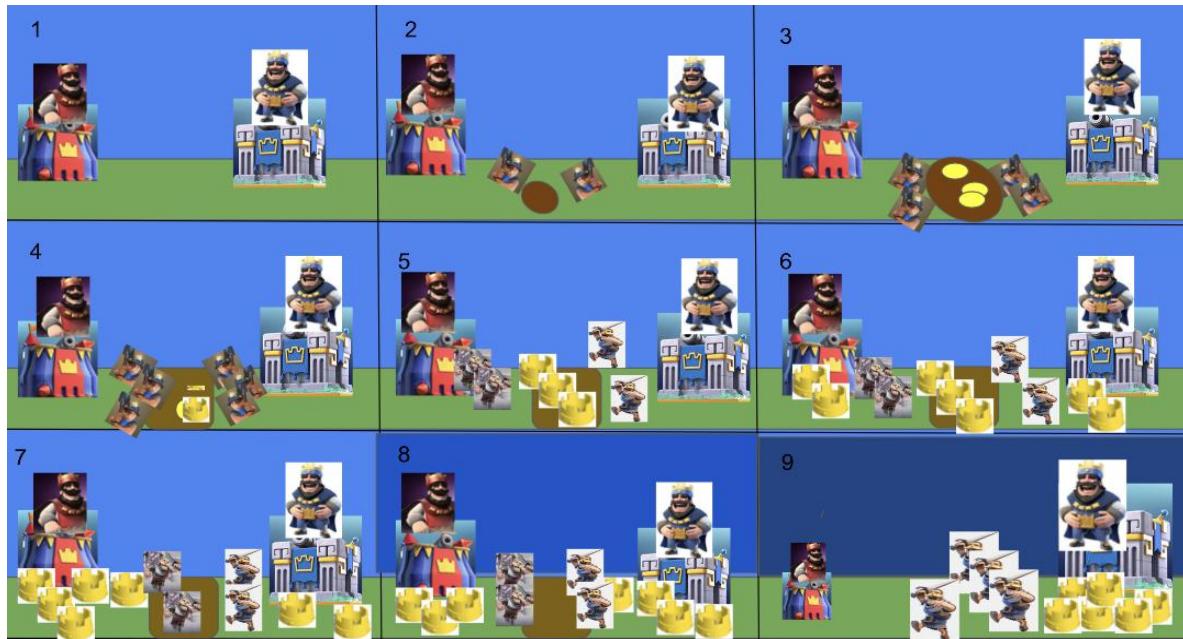


Clashing Point

7983T

Brandon, Nathan, Savannah, Sam, and Steven
Bakersfield, California



This storyboard for our theme, Clashing Point, shows the backstory to the game, the conflict, and the reward for the winning kingdom. In the first image, there are two kingdoms living in peace. One day, the kingdoms send miners to look for treasures, which can be shown on the second image. Image 3 shows how they discovered treasures, and in the next image it is shown that these treasures are crowns. In the 5th, the kings plan to fight for the crown by sending out their strongest knights to represent the kingdom. They also agree to fight until nightfall. In images 6, 7, and 8, the knights fight for the crowns, showing how the battle could sway either way. In these images, the knights could grab the crowns, steal crowns, or even bring them to their kingdom and defend. In the last image, there is a night scene, and it is shown that the blue kingdom won, and took the red kingdom's troops, crowns, and size. The first half of the slides shows the background for the game, with the last 5 showing how it correlates to the game.

The storyboard above was a general idea of what the theme is about, and there are many ways it connects to the game. The kings represent the alliances, and the knights represent the robots for the alliances. They battle over the crowns, which represents the mobile goals from this year's vex games. One thing we added in the video was moats being added towards the end of the battle to protect the crowns claimed from each kingdom. This represents rule SG3, which states the robots cannot touch opposing teams' balance in the last thirty seconds. Another connection we made was the mining spot, or the neutral spot on the field. In the game, the middle area means that any mobile goals in there are not scored. In the storyboard, the mining area was shown to separate the neutral area from the scored area. When one kingdom wins, they get everything, including the crowns and knights. This has no connection to the game, but we thought of it as a nice way to end the story.

Our group went with a knight theme because we saw a clear connection between that and this year's game. We also took inspiration for this theme from Supercell, who has made games like Clash of Clans and Clash Royale. We wanted to connect something we enjoyed to something we are passionate about, so we decided to combine the two to make Clashing Point. It was very interesting to see the amount of correlation there could be between the two, and how our imagination could change Vex Robotics into anything. We had other ideas for the Theme it Up, like Among Us and Fortnite, but we decided that kingdoms would be the best theme. As a group, one of our favorite parts was coming together to create a video on robotics and kingdoms, and making a story however we wanted.