

VEX IQ PITCHING IN NARRATIVE

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Our theme is that the robots we design for this competition, do not only apply to this competition. They can be used in the real world for many purposes that can be good for the world and the people in it.

(Rough storyboard)

First Clip: Title Scene

GET THE MEDICINE UP!

Scene 1: Problem

There are sick children on top of a mountain and inside a cave in the bottom of the mountain. You need to figure out a way to get 22 crates of medicine to the children since the area in which they are cannot be accessed by any truck or vehicle other than a robot controlled from afar.

Scene 2: Manager and companies deal

Both companies are competing with each other to get the most crates of medicine up to the children. The company that gets the most crates of medicine up will receive all their bonuses plus the bonuses from the other company.

Crates To The Top Of The Mountain- 6% increase per crate(6pts for high tower)

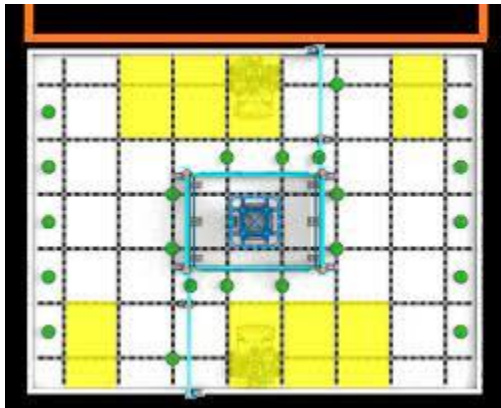
Crates To Cave- 2% increase per crate (2pts for low goal)

Robot Halfway Up The Mountain- 6% increase per crate (6pts for low hang)

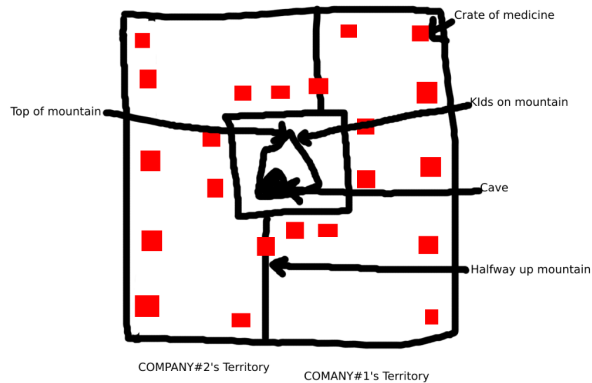
Robot Fully Up The Mountain- 10% increase in profit

All Crates of Medicine Tranported Away From Starting Area- 5% increase (5pts cleared starting corral)

Scene 4: MOUNTAIN AREA COMPARED TO COMPETITION FIELD



COMPETITION FIELD



MOUNTAIN AREA

Scene 5: The first company will be making the fling bot. It is able to get halfway up the mountain, and shoot crates up the mountain to the kids.

Scene 6: Some of the balls went in but, it was failing 25% of the time, so the first company decided to go for efficiency and push the balls into the cave instead, letting the other company deliver the crates to the mountain, since the time was running out.

Scene 7: The second company decided to use a conveyor belt to deliver all the crates of medicine all the way to the top of the mountain.

Scene 8: The conveyor belt is working out great, and the robot can clear the starting area (corral)

Scene 9: Originally, both company's goals were to get the most profit, but they realized that their goal should be to save as many kids as possible by delivering as many crates as possible. There are 10 minutes left.

Scene 10: The second company, Package & Go has won the most increase in profit, but both companies realized that they were able to help the sick children.

Scene 11: The message

Scene 12: credits

RULES OF THE DELIVERY

- **The unmanned machine may not be built pass the limits of 19ft height, 11ft width, and 19ft length to avoid tipping of the machine when climbing the mountain**
- **The robot constructed by the companies must not include over 6 motors.**
- **Companies have 1 hour (1 min in competition) to deliver all the medicine they can**
- **The robot must only be constructed out of the materials given**

This project applies to the theme because, it shows that the robots used in this competition are being used to save sick children in areas that are inaccessible to human manned vehicles that are usually used to deliver things. Both companies are trying to receive the increase in profit, but the main purpose of the “mission”, is to save the sick children, and apply the robot to a real world situation.

