

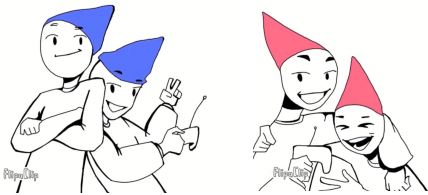
Tip of the Garden

A Little People's TV Show

By Eleonore Larchet, Jessie Fan, Katrina Brunke and Yoonie Jeong, team 1011E from
TenTon Robotics, West Vancouver, BC, Canada

A Little Bit About The Little People:

The Little people are really small, their average height is 9 cm, but they count height in acorns, so it is approximately 3 acorns. Little people live in the amazon forest, where they had troubles with fires last year; (see this video if interested: <https://youtu.be/P7FQtSp-S6E>). The fires were dealt with using robots passed down to the Little people by their ancestors. The Little people are now able to live peacefully, so they decided to create a TV show that used the robots. The Little people have a rich culture, which they implemented in the game, an example would be the balancing of the goals on the branches of a tree (platform). According to a Little people tradition, putting plants on branches is a test of strength and an important step to go from a Mini person to a Little person. But you might wonder, what is the difference between a Mini person and a Little person? Well, it is simple, it is what we would call a child and an adult.



Script / Storyboard:

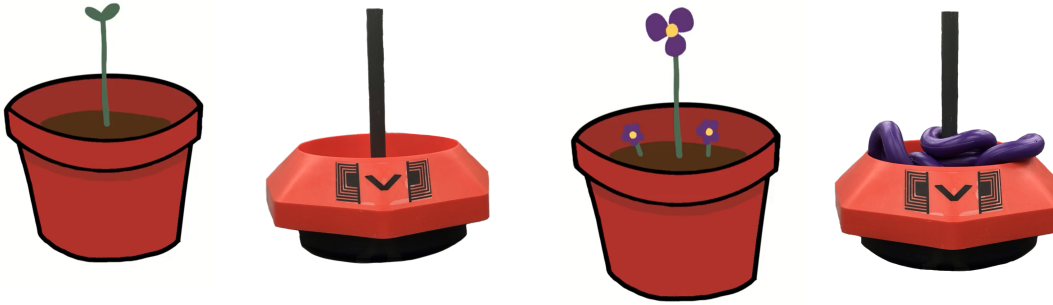
“-Welcome to today’s episode of “Tip of the Garden”, a garden decorating show! I will be your host today!

-Our teams for this episode are... Little Bob and Little Ladder the 3rd on the blue team and Little Etna and Mini Oney on the red team!

-Before we start we would like to remind our teams that the machines we will be using today are precious instruments, and that we are therefore not allowed to damage them intentionally.

-The game is played in a garden, each team has one side of the garden, but the middle is neutral, and there is a tree on each side.





- Each team starts with two plant pots of their color.
- These plants have a small sprout and can grow into flowers when you water them.

Note: Each ring on the stick is one petal on the flower and each ring in the base results in a small flower.

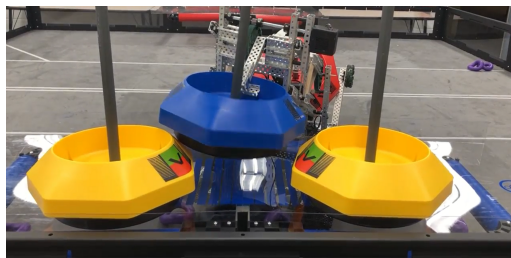
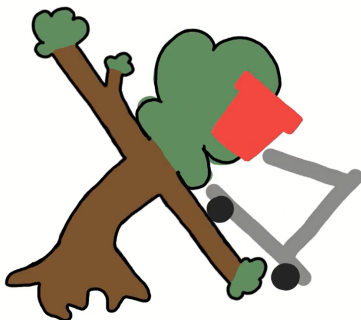


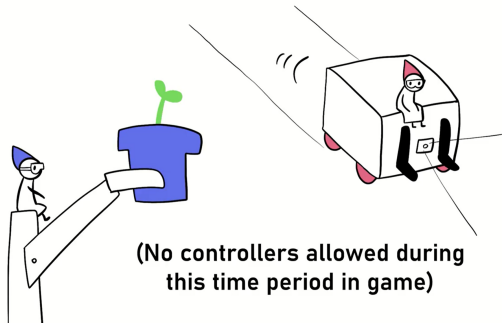
-To spice things up there are also three neutral plant pots in the centre of the garden that our teams will have to fight for!

-Those neutral pots contain sprouts that can become flowers if you water the plant properly.

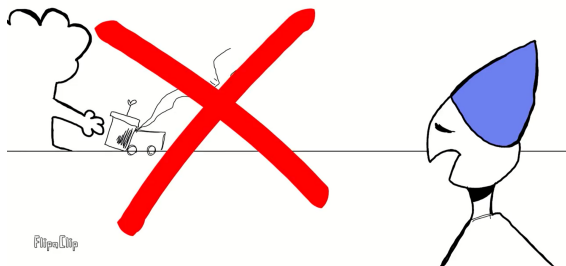
Note: Each ring on the lower branches is one petal on one of the lower flowers and the same for the upper flowers. Each ring in the base results in a small flower.

- Do you remember the trees on each side of the garden? Well our teams will try to balance the plant pots on the branches to try to get more points at the end of the game!





-At the beginning of the episode, the machines will have to move on their own for 15 sec, the teams will have to try and score points or get into a better position to be at their best for the next phase of the game!



-But during that time, your machines are not allowed into the other team's side of the garden, you wouldn't want your robot making a mess without you there to enjoy it, would you?



-After that, you can start driving and try to get as many points as possible in 1:45 min.

-But to make sure that you don't sabotage the other team at the last minute...

- ...during the last 30 seconds...

-...you can't touch the branch of the other team, or anything touching it.



- And the last thing you all need to know... Is that there is a fantastic prize for winning! The prize is... Uh... What is it again?..."

Someone far away : "Honour!"

Host : "It's a mystery prize!

-Now let's get ready!

-3...2...1...GO!!!"

More Details on Game Objects and Rules:

The robots = they are the robots passed down from their ancestors to help them fight the fires.

Rings = water, as you water the plants, flowers will grow from the sprout, and if there is not enough water anymore, the flowers will start dying. For example each ring on the lower branches is one petal on one of the lower flowers, and the same rule applies for the upper flowers. Each ring in the base results in a small flower in the base of the pot.

Mobile goals = they are plant pots, they each have sprouts that correspond to the branches of the mobile goal. If you water the sprout, a flower will grow, but if you water the base, some new little flowers will grow.

Alliance mobile goal = 2 plant pots of each color, they start on a side of the garden. They only have a small sprout and can only grow into one flower as you water it.

Neutral mobile goal = 3 plant pots that do not belong to any team, they start in the middle of the garden. Two of the sprouts can grow into two flowers each, and the last sprout can grow into 4 flowers.

Platforms = they are the trees on each side of the garden. Teams will have to balance plant pots on the branches.

Field = it is a garden

Home zone = each team has a side of the garden, where their tree is.

Neutral zone = the part of the garden that doesn't belong to any team, it is where the neutral plant pots start

Autonomous period = since our theme uses actual robots, it is the same as in the game. The little people have to program the robot, most use the Leaf programming language and Mango computers.

Driver control = the little people get into their robot and start driving.