

Lord of the Shopping Carts

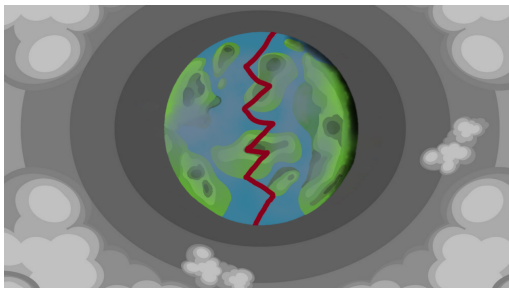
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After all the warnings about surpassing the carrying capacity for humans on Earth, the worries from scientists centuries ago have proven to be true. Resources have been on a sharp decline and with an increase in people, proper distribution and usage has created controversy among countries. Many wars later, the damage has been done. Facing irreversible destruction, Earth is no longer a sustainable place and a considerable home for many.



There is only one small, abandoned store that stands in the freezing continent of Antarctica. This discovery could be humankind's last chance of survival and the deciding factor between life and death for the colonies. Tonight, it is left to be raided. However, a couple rules have been set. Taking into consideration, the world has now been split into four colonies, all

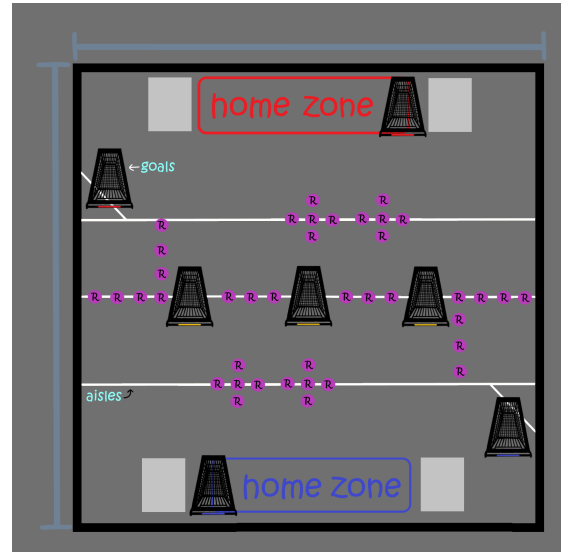
with conflicting perspectives on how to deal things out. Two teams who called themselves the Alphas and Omegas have teamed up as the other two, Beta and Gamma, have allied because of their similarity in opinions. For simplicity, the two alliances are also known as red and blue.



The battle is constructed with minimal interaction from humans, aside from the driver and their control on the robot, reducing the chances of more damage and injuries. Instead, two robots, built from scrap parts lying around in landfills and dumps, will represent each team. They have two minutes to battle it out or the impatience of the weather will have swept into the building, leaving a blanket of snow behind and resulting in the destruction of all available resources. The first 15 seconds of this battle are dedicated to autonomous driving. Teams are allowed to pre-program their bots ahead of time but are required to stay on their own "side" of the store, also known as their alliance's home zone. Next, for the remaining minute and forty-five seconds, the drive period will begin where chaos and roaming freely within the enclosed area is permitted.

By collecting the shopping carts and food items, the two teams elevate their standings over their opponent. On the battlefield lies seven shopping carts. Three are neutral-colored while the other four are marked with one of the two alliances' colors and equally divided amongst the challengers. The shopping carts can be used to store the collected resources throughout the match yet, by themselves, are also extremely useful for collecting and transporting supplies in the future. However, the carts only count for a team's score if they are on their side of the field. In addition, whoever can successfully balance their robot and/or any goals on the platform will earn extra points.

At the end of the two allotted minutes, robots will come to a rest and the points from the food, carts, and balance will be tallied. The team with the most points will be determined the winner and with the victory, will gain the leftover resources from the store and the total dominance of the planet. Thus, proving their leadership, teamwork, and unity. The game is on.



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