

Te Pakiwaitara Maunga

Team 3204U

Introduction

We are team 3204U, a VRC team from St Peter's College, Palmerston North, New Zealand. Since our founding in 2017, we have seen a number of different members come and go, but currently our team consists of Jacob, Caelin, Jack, and Cullen.

Our Game - Te Pakiwaitara Maunga

Here in New Zealand, our Māori culture plays a significant role in our daily lives, an important aspect of which is the legends. One of the more famous legends explains how the mountains in the North Island came to be in their current places. A short summary of it is as follows:

There were once four male warrior mountains in the area today known as the Tongariro National Park. These were Mount Tongariro, Taranaki, Tauhara and Pūtauaki. Also in the area was a beautiful maiden mountain called Pihanga.

Naturally, as warrior mountains, a battle broke out between them to decide who would be her future husband. After tremendous fighting, Tongariro emerged victorious, and the other mountains fled through the night.

Our game drew significant inspiration from this, with the mountains being represented by the seven mobile goals. Unfortunately, the legend didn't mention anything that could be used for the rings, so we turned to another aspect of Māori culture: the Gods. Within Māori culture, it is widely accepted that there are 11 Gods (Atua):

- Tāwhirimātea - Wind and storms
- Tāne Mahuta - Forest and all that lives within it
- Papatūānuku - Earth mother
- Ranginui - Sky father
- Tangaroa - Sea, rivers, lakes and all that live within them
- Tūmataunga - War
- Rongo - Peace
- Rūaumoko - Earthquakes and volcanoes
- Rongo mā Tāne - Kumara and all cultivated foods
- Haumia-tiketike - Wild food
- Whiro - Darkness

The most well-known and overall peaceful (aside from Rongo) is generally thought to be Tāne Mahuta, the God of the forests. Unfortunately, much of his domain has been threatened by us people, and there are more than enough endangered species for them to be represented as in-game rings.

Additionally, we thought it would be extremely interesting if we made Tāne play an even greater role in our story. After a lot of brainstorming, we ended up deciding that he would be the one that lays out the rules and gives the playing teams their objectives.

The final plan we came up with that Tāne would use is as follows:

Using your robot, you must carry, drag, or otherwise transport as many of the mountains to the scoring area as possible.

By doing this, you be given a number of points, 20 per mountain in the scoring area, and an additional 20 points for every mountain placed on an elevated platform. You will also encounter 72 endangered animals, which you can get additional points for placing onto the mountains. Each animal placed on a mountain is worth between 1 and 10 points depending on how high up the mountain you put it.

Finally, you will be rewarded an additional 30 points if you can get up on the platform alongside the mountains.

In simpler terms, Tane would give the playing team 1 point for each endangered species placed on the base of a mountain, 3 points for each one placed halfway up the mountain, and 10 points for every species placed at the top. 20 points per mountain can also be scored by moving the mountains into a specific area, with a total of 40 points per mountain to be gained by placing the mountains onto an elevated platform.

Finally, Tāne will reward the team 30 points for getting up onto the platform to guard the mountains from Tūmatauenga, represented by the team of the other colour. We chose him due to his status as the God of war, which we feel perfectly describes the feeling of driving robots on a VRC game field.

One aspect that we touched on slightly in the video are the motivations of Tāne and Tūmatauenga. For Tāne, we thought it would be appropriate that he would want all the endangered animals he protects to be saved by the team. Additionally, as one of the more peaceful Gods, we thought it would be cool if it was his intention to get the mountains to reunite and restore the relationship they had before their fight.

On the other hand, Tūmatauenga loves anger and fighting. Therefore, we thought it would be suitable that he would want to spark another fight between the mountains after bringing them together on the other side of the North Island.

For our story, a victory means that the mountains are reunited peacefully and with a number of endangered species protected on their slopes from predators.

For our storyboard, we initially went onto Wikimedia Commons and found a number of images that fit the theme of our video (And were either licensed under the creative commons or in the public domain). For the robot parts, we took stills from the official unveil video (which constitutes fair use under US copyright law due to our video "*adding new expression or meaning to the original material*"). Unfortunately, by this time, the school year had already ended. However, we managed to get everything modelled and animated in Blender, but were unable to use it because it would have taken more than a month to render on Jacob's computer!

As a substitute, we ended up using the images and stills from our storyboard (made with storyboarder) to make the final video. Here is original paper storyboard we made as well as our modified game elements.

STORYTIP: Be economical in your sketches. Short, compressed, meaningful.

Storyboarder

STORYBOARD WORKSHEET

1. Try to keep the paper flat!
2. Draw as many boards as you need!
3. Go to the address on your sticker: <http://bit.ly/2L68194>
4. Or search in Storyboarder: [CVDH]

CODE: CVDH [CVDH] 176x37%



STORYTIP: If you are making a strong point with your story make sure you make a strong counterpoint.

Storyboarder STORYBOARD WORKSHEET

1. Try to keep the paper flat.
2. Draw as many boards as you need!
3. Go to the address on your sticker: <http://bit.ly/2L6811888>
4. Or email: info@storyboarder.com

CODE: TIPPINGPOINT1767795

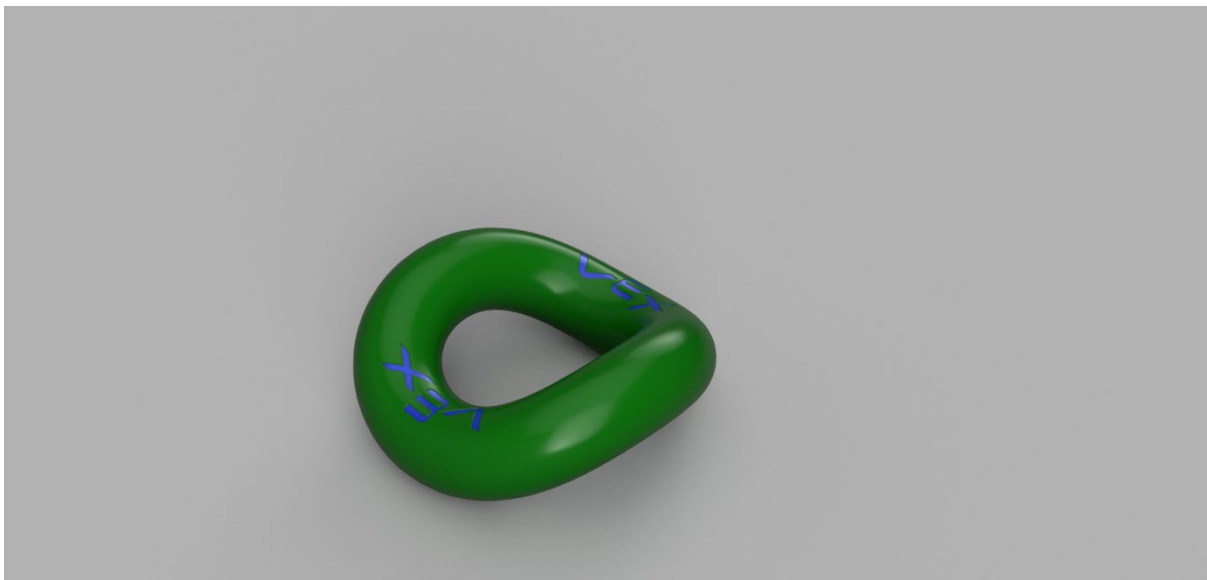
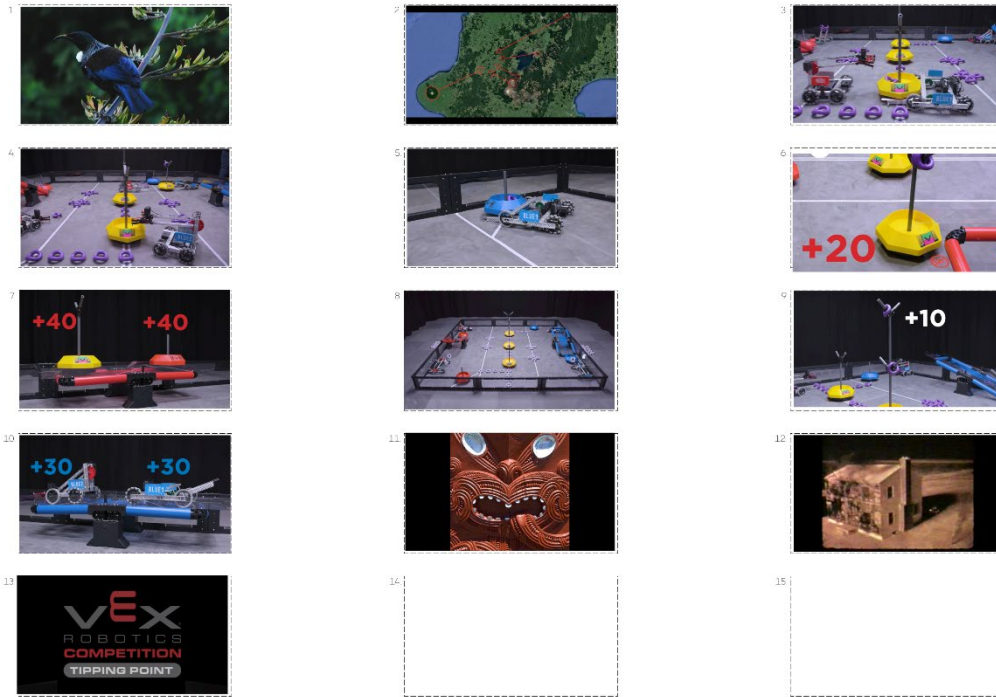


Figure 1: Ring with a forest theme. Green represents the forest, and blue represents the various streams, rivers, and lakes that run within it.

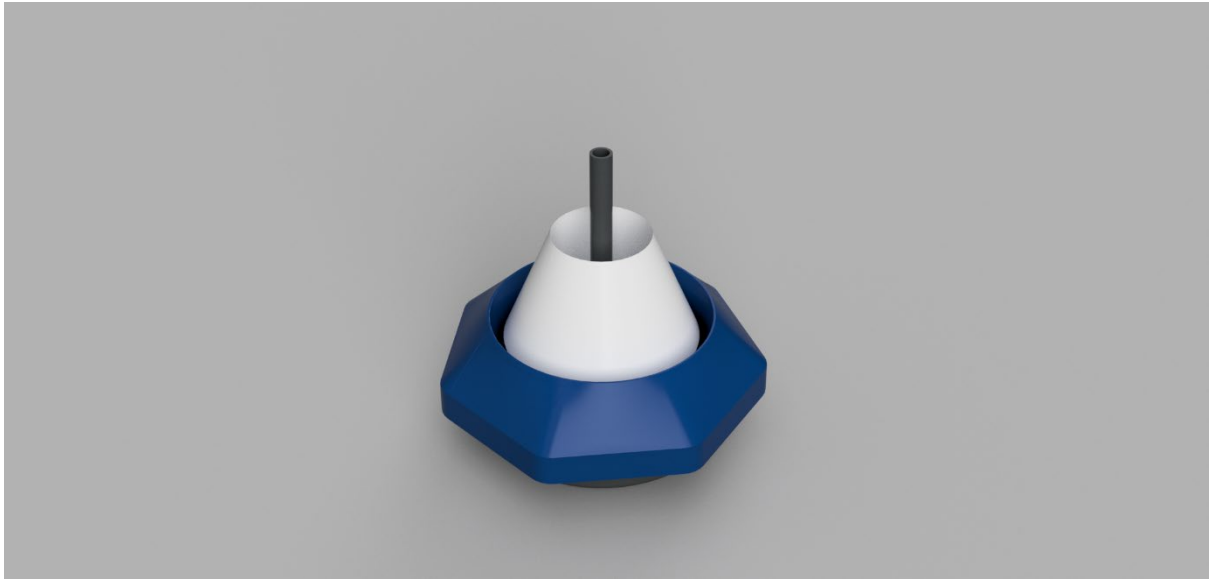


Figure 2: Blue team mountain-themed mobile goal. It keeps the same general shape as the mobile goal but adds a slope to make it more aesthetically like a mountain

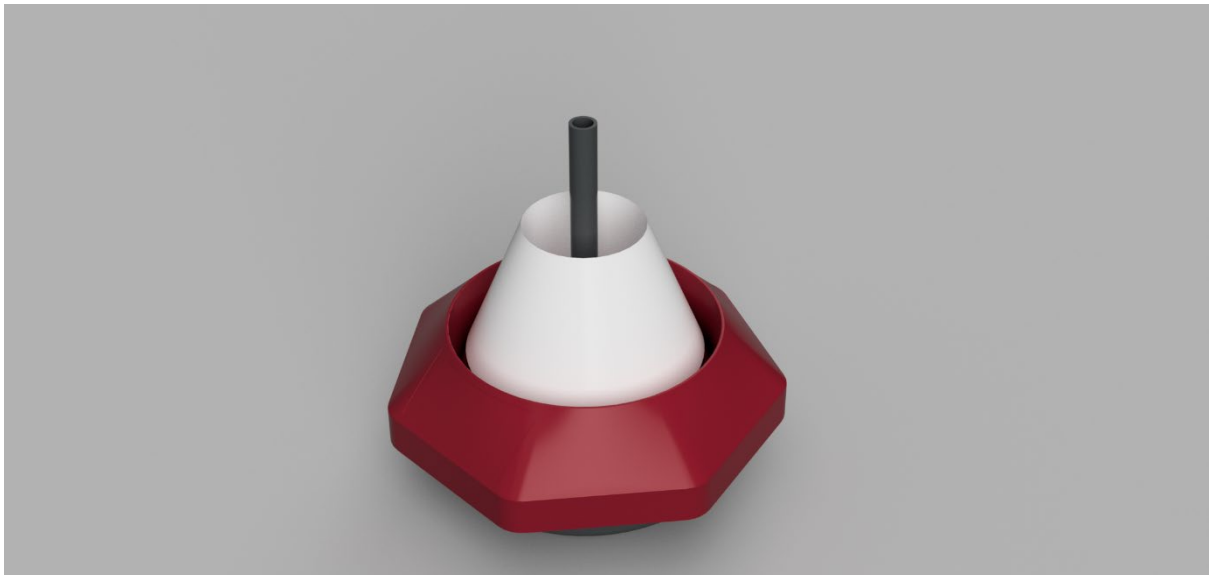


Figure 3: Red team mountain-themed mobile goal. It keeps the same geometry as the blue goal but with a different colour scheme.