



Theme It Up

VEX/REC 2021-2022 Online Challenge

Team: Robotics Royalty (17961A)

School: Twin Rivers Middle School

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Game Name: Impartial

Storyline

There were two kingdoms, Eldi (Fire) and La Glace (Ice). Since the beginning of time, the two kingdoms have been at war. During these roaring battles, a rebellious princess from La Glace and a daring prince from Eldi fell madly in love. A neutral kingdom was secretly built by this sparking romance. Spies from outer kingdoms recently exposed the neutral family. Now, the Eldi and La Glace kingdoms attempt to take back the neutral land. You are the army of one of the two kingdoms. Will you win the most land or be destroyed by neighboring armies? Play “Impartial” to find out.

Rules

At the start of the match, teams begin the “Preparation Period”. Each team programs an autonomous code to move at least one of their respective mobile goals to the farthest left/right mat squares. Each team can decide how many goals they score (1 or 2). Each goal moved is worth 10 points added to their total.

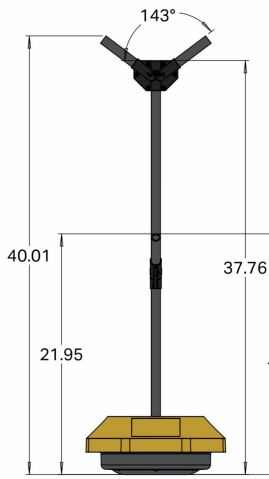
When the Preparation Period finishes, teams can immediately enter the “War Zone”. This period lasts for 2 minutes. During this time, each kingdom will try to grab as many neutral goals as possible. Every small neutral goal that passes their alliance zone

mark is worth 20 points. The large neutral goal is worth 40 points. The opposite team can place one of their own mobile goals in their opponents alliance zone to cancel out 1 neutral goal. Neutral goals elevated on the platform/elevation stand cannot be canceled. However, any neutral goal, elevated or not, may be stolen at any time. At the end, the total number of Preparation and War points will be compared. The kingdom with the highest sum, wins the match.

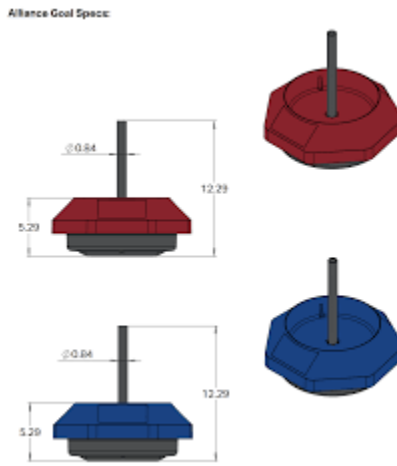
Score Chart

Large Neutral Goal	40 points
Regular Neutral Goal	20 points
Every goal on the farthest square (Preparation Period)	10 points for each goal
An opponent's goal on other alliance's side	Cancels out one neutral goal (unless it is elevated)

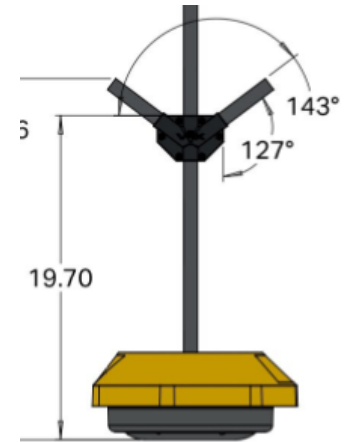
The Field



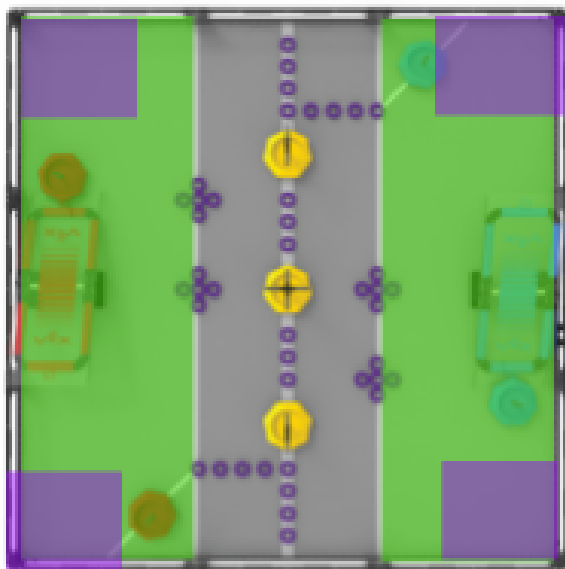
Large Neutral Goal



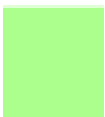
Alliance Mobile Goal



Reg. Neutral Goal



Represents the "furthest respective square" teams must move a mobile goal to in the Prep Period (see "Rules" page for more details).



Represents the section that belongs to each alliance. If a neutral or mobile goal is in this area, the points belong to the respective team (see the scoring chart for more details).

-4 Alliance Mobile Goals (2 per team)

-2 Reg. Neutral Goals; 1

Large Neutral Goal

-Two Platforms (1 per team)

Note: Purple Rings shown in graph to the left aren't included in the most current version of Impartial game-play

Behind The Scenes Look

As we began brainstorming some ideas, we all gravitated towards storylines inspired by Greek mythology. As we went into extensive research over a couple of weeks, we learned that in many mythological stories there are Ice and Fire fictional figures. We loved the idea of contrasting elements playing the role of each kingdom.



But, we didn't want the entire game to accentuate war and doing whatever it takes to win. So, we included a classic Shakesphere element, featuring two rebellious lovers who decided to stay neutral in the battles between their home-lands.

We started with a basic storyboard and created a to-do list of the tasks that needed to be completed. The first reasonable step was to think of potential names. Some of the names considered were Star-Crossed Lovers and Love & War to reflect

the relationship between the lovers and the kingdoms. However, we wanted the name to represent the perspective of the neutral kingdoms and decided on “Impartial”. We then used the thought process of the name to create the logo. It features two hands, one fire, and one ice interlocking which represents the intermixing love the neutral kingdom showed.

Before creating the video, we had to assign names to each kingdom. We decided on Eldi for the red kingdom because it meant fire in the language, Icelandic. The ironic play on words was a fun detail that we enjoyed included. To create a very interesting yet elegant tone for the blue kingdom we named it La Glace. This means ice in French.

Overall, it took many different references, inspirations, and a lot of imagination to come up with the storyline for Impartial. But we think it is a new and creative twist of the VEX tipping point game.