Flood Incoming – VEX IQ Theme It Up

Participant: Rishap

Team: 21549C

Team Location: Queen Elizabeth's School Barnet

Flood Incoming

Backstory:

Flood Incoming is set in the year 2134. Humanity has become wildly advanced and has made huge technological advancements. However, the issue of climate change has still not been solved. Due to humanity's ignorance, the situation has gotten worse and worse, leading to a series of extinction-level weather events across the world. Settlements have been taken out one by one, due to floods, tornadoes, earthquakes, and other catastrophes. The last settlement left standing now is a city known as Axle Hill. However, even Axle Hill cannot be safe forever.

Scientists have predicted that a catastrophic flood is coming and, unfortunately, there is nothing humanity can do to stop it. Flood-proof buildings have been built in preparation, to shield the citizens of Axle Hill from the flood. The plan is for humanity to rebuild after the flood has subsided.

The Game:

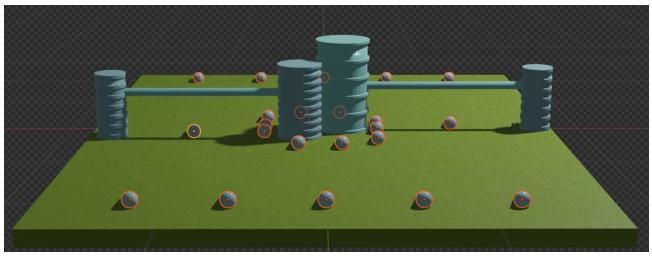


Figure 1 - the gyro spheres on the game field

Unfortunately, some citizens have not made it to the flood-proof buildings. They have been trapped inside of their gyro spheres* and are now sitting ducks for when the flood arrives. If it reaches them, they could be swept away. So two engineers, named D.Abeya and D.Lincoln have been tasked with creating two robots that will move the gyro spheres quickly and effectively into a safer area. The engineers represent the players of Pitching In and the gyro spheres represent the balls the players are trying to move, as seen in figure 1.

There are two different places where the gyro spheres can be placed. One option is to get the gyro spheres onto the flood-proof buildings. This will give them maximum protection, however, it will be difficult to achieve. Another option will be to roll the gyro spheres into an old bunker in the heart of the city. This will provide poor protection, as the bunker is old and could let water in, however, this option is much quicker and easier to achieve. Getting the gyro spheres onto the flood-proof buildings represents scoring a ball in the high goal, it’s harder to do, but more rewarding points and safety-wise. Rolling the gyro spheres into the bunker represents scoring a ball in the low goal, it’s much easier, but less rewarding points and safety-wise.

Once as many gyro spheres have been moved to a safer place, the engineers must get their bots to safety. They can do this by climbing onto the hyper-speed railway lines that network the city, represented in figure 2. The higher the bots climb, the safer they will be when the flood arrives. This represents low and high-hanging, the railway lines being the low bars. The higher you climb, the more points you will get in the game, and the safer you're bot is likely to be from the flood. The only problem is that climbing high is incredibly hard.

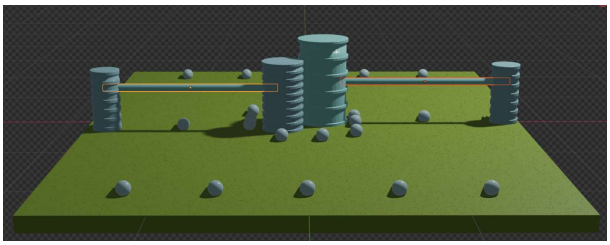


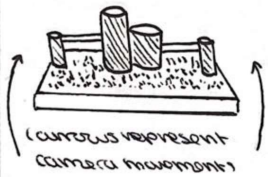
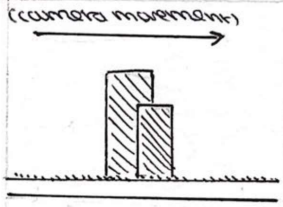
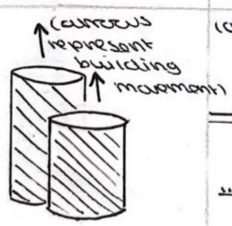
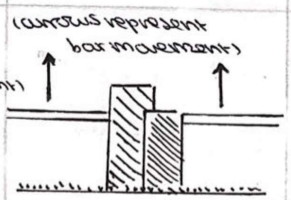
Figure 2 - the hyper speed railway lines represented by the bars

The engineers will only have one minute to get the gyro spheres and themselves to safety before the flood sweeps through the city. However, even one gyro sphere saved counts as a victory and is worth celebrating.

*The term gyro sphere has been taken from the movie Jurassic World, and in this context, it is referring to a futuristic vehicle used in Axle Hill instead of cars.

Video Story Board:

Story Board

			
2d animation to start the video, which involves icons like the above (explains the backstory).	A slow panning shot to add tension at the first mention of 'Axle Hill'.	Side shots of the transformed game field, moving from l-r or r-l.	A shot of the balls lifting, which is coincides with the narrator.
			
2d animation which ~~illustrates the~~ uses pictures to explain the roles of the engineers.	A shot of the high goal and low goal lifting, coinciding with the narrator again.	A shot of the whole field, which involves the bars lifting to show their location.	A 2d animation of a clock to emphasise that time is running out and the engineers must get to work.