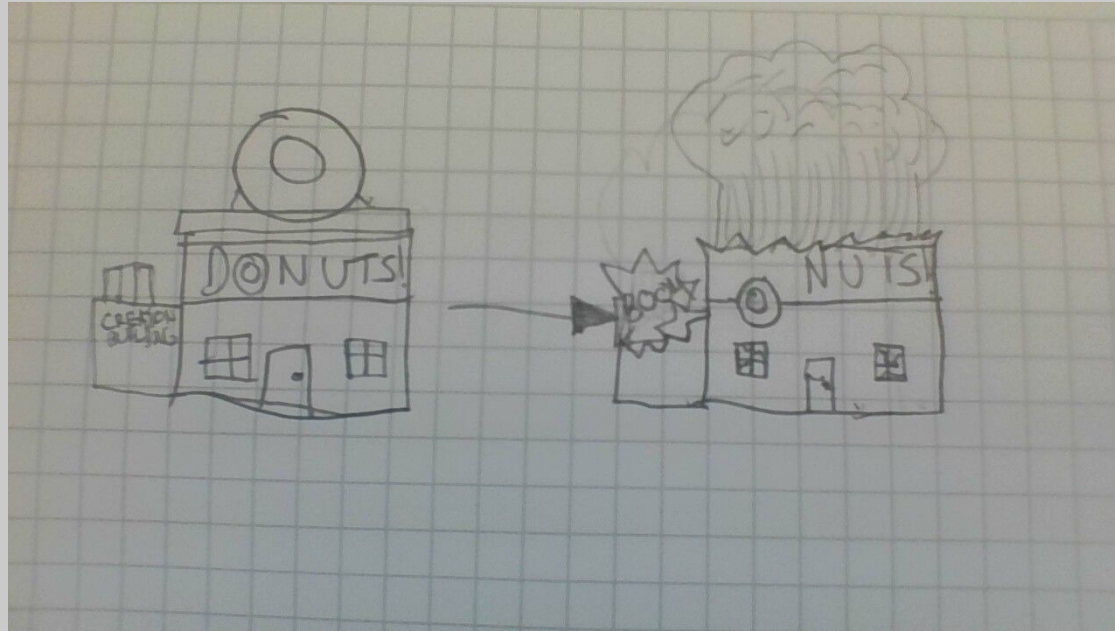


The Explosive Resolution

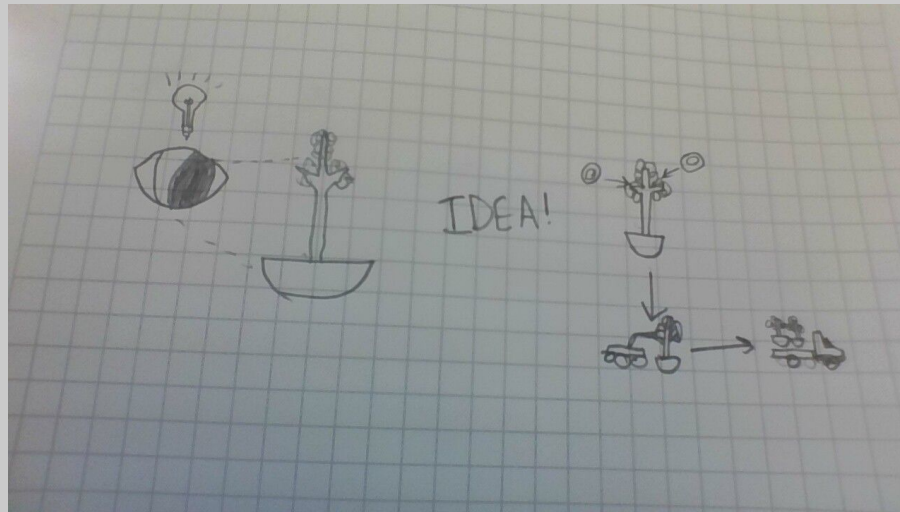


Written and Illustrated by Team #14444A, Bison Tech Robotics, Waterford, PA
Story by Ryan Hayes

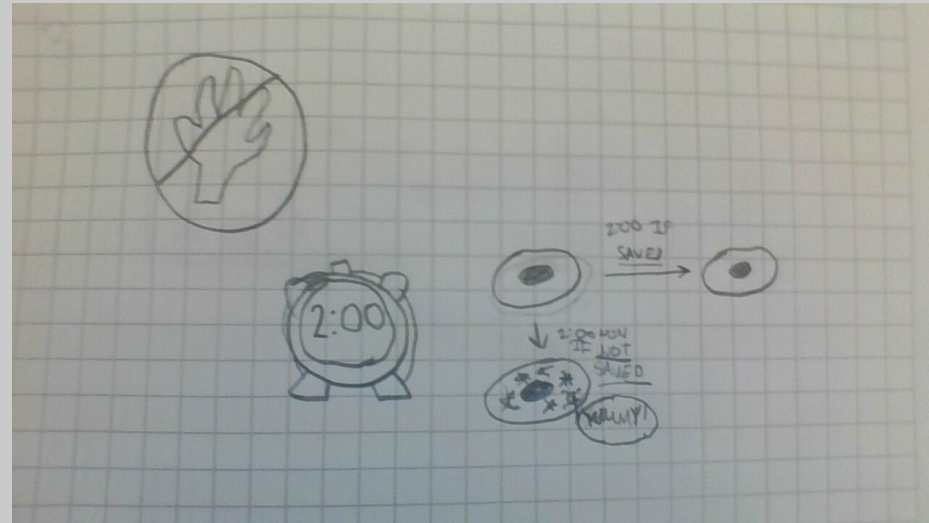
A donut chain came up with a master plan to concoct a scrumptious donut with the ability to taste like what the person consuming the product thinks of. They believed that this donut would knock their rivals out of first place in the donut race. But due to a bakery overload in attempts to put together the ultimate donut, a local franchise exploded, and there are now donuts everywhere, some in patterns, some askew.



Due to this explosion of donuts everywhere, the manager of the franchise has ordered the donuts be placed on movable, flower-potted tree saplings. The owner spotted said saplings immediately and noticed that the donuts could fit around the circumference of the branches and trunks. It is required to use prototypical robots to stack these donuts on the saplings, and it is also an option to return the donuts to the flatbed truck (occasionally wobbly due to antiquity) to be sent to another location on the other side of town, while they build a new donut shop.



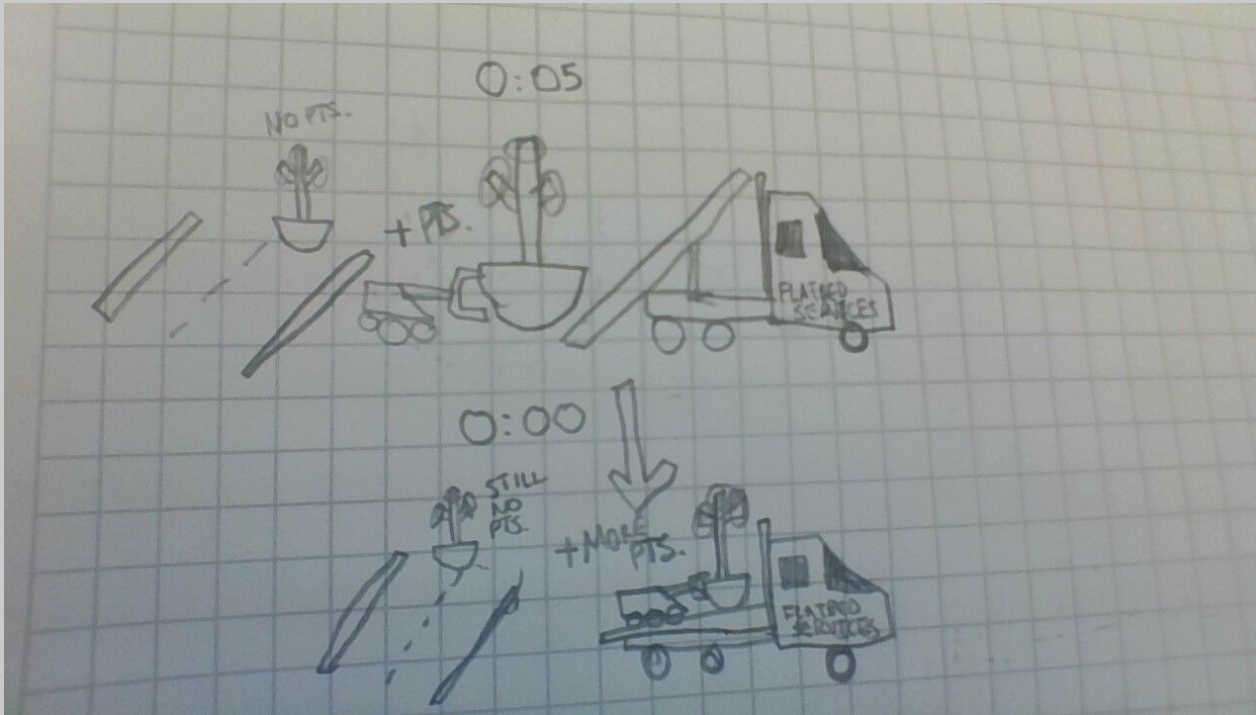
The donuts lying on the ground are not allowed to be touched by hand, as it will contaminate the donuts, but there are some donuts that are immune to contamination that come from the truck that can be utilized in a way. The process of cleaning the donuts up will start with an autonomous period of 15 seconds, leaving it up to the robots (but decided by the power of code), and then followed by a 105 second (1:45) period of being able to control the robot. The owner estimated the amount of time permitted would be two minutes before bacteria would be able to jump onto the donuts (contamination).



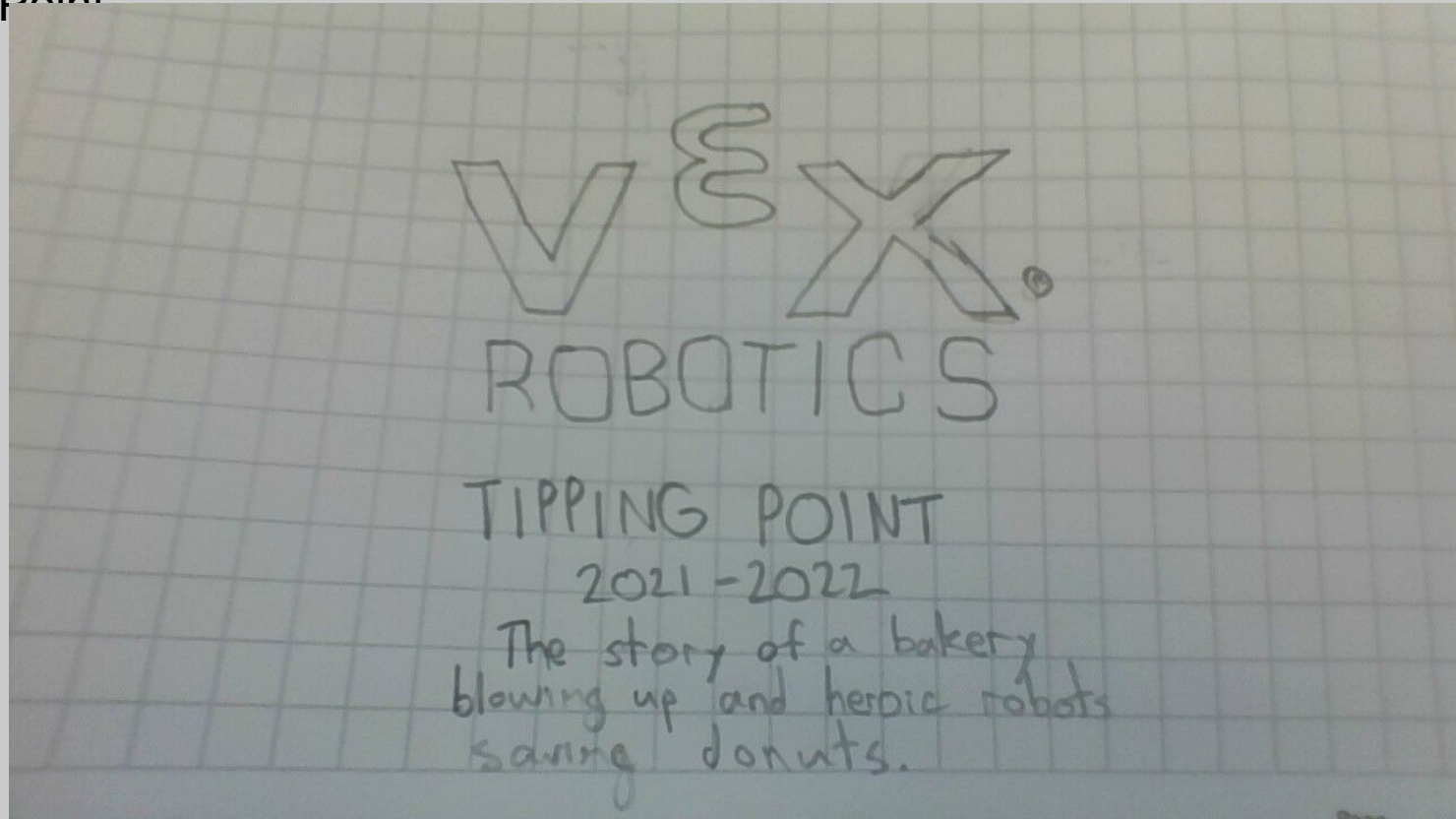
He figured that he would give the prototypes a chance to clean up themselves, but then he was also apprehensive about the output of the robots driving themselves, so humans are given permission to take control after the 15 second trial. There are to be two teams of two facing each other to see who can save the most donuts from the impending horde of germs, who will for sure come in and contaminate the rest of these remaining delicious pastries (followed by cars driving over them).



In addition to donuts saved, the donut store is also giving away bonus points for saplings secured from the road, where they will surely be driven on (the neutral zone). More bonus points can be scored for robots that make it onto the flatbed truck. One thing that is required to score the points is that the bases be either on the truck or away from harm's reach.



Concluding the game, the team scoring more points will have a lifetime discount for food items from the donut shop, as a token of gratitude. This story will be reenacted in a VEX Challenge called “Tipping Point”



Afterword:

With the VEX competition “Tipping Point,” teams will now have something to pretend about when performing a rendition of the event of a donut store exploding, causing an immediate action to rescue the donuts. The moral of the story? Do not overwork an ultimate donut machine.



The End