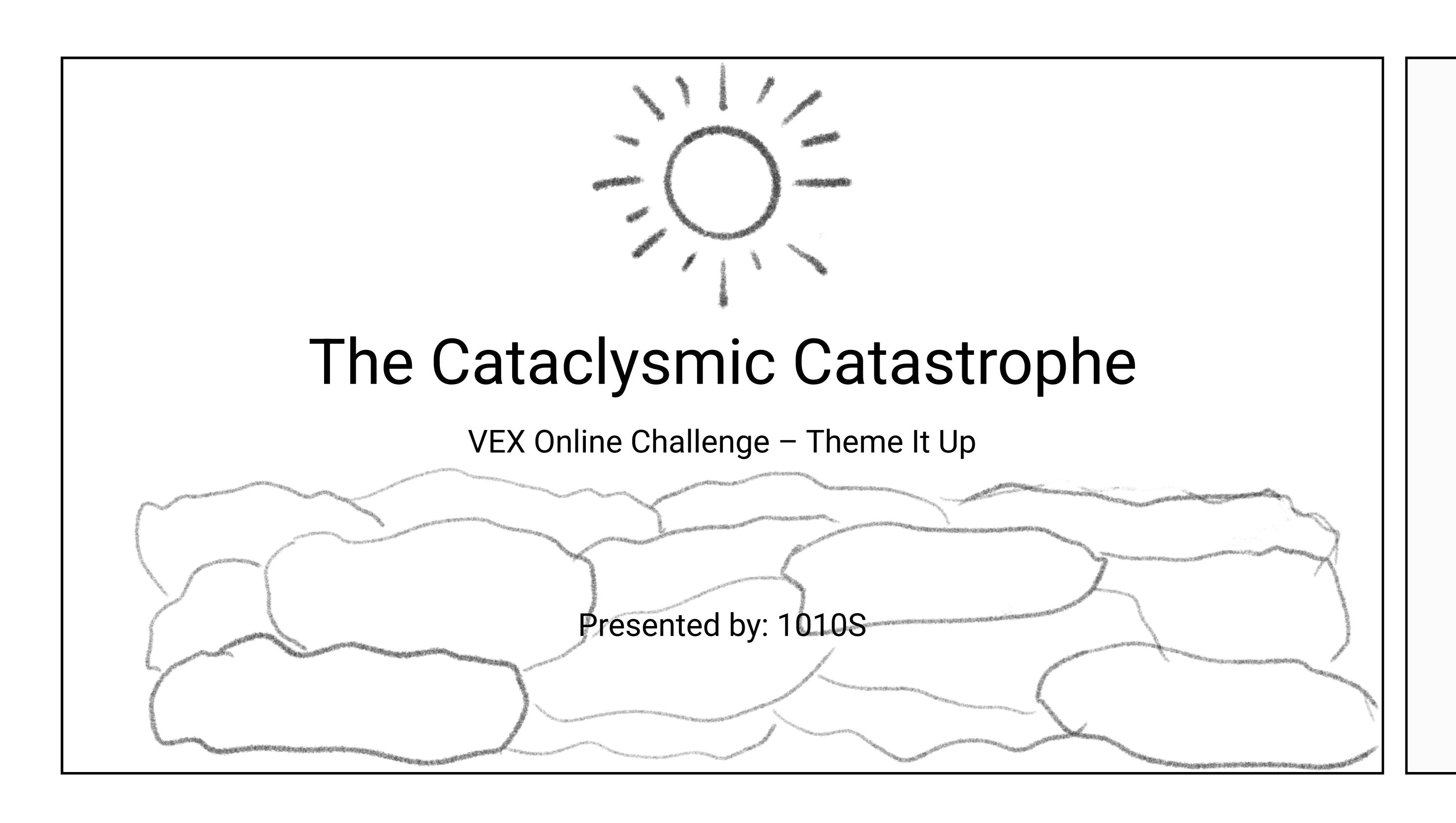
The Cataclysmic Catastrophe

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VEX 'Theme It Up!' 2022



In the ancient world Éphémèral, a catastrophe strikes every Quinquennial.

In Gebiet grows the fruits, the power of aether it loots.

The Ancients hast built machines, to protect the people from the unforeseen.

One of which is the timer, known as the catastrophe's teller.

Another is the tower, which harnesses aether's power.

Third is the platform, for it protects the people from the storm.

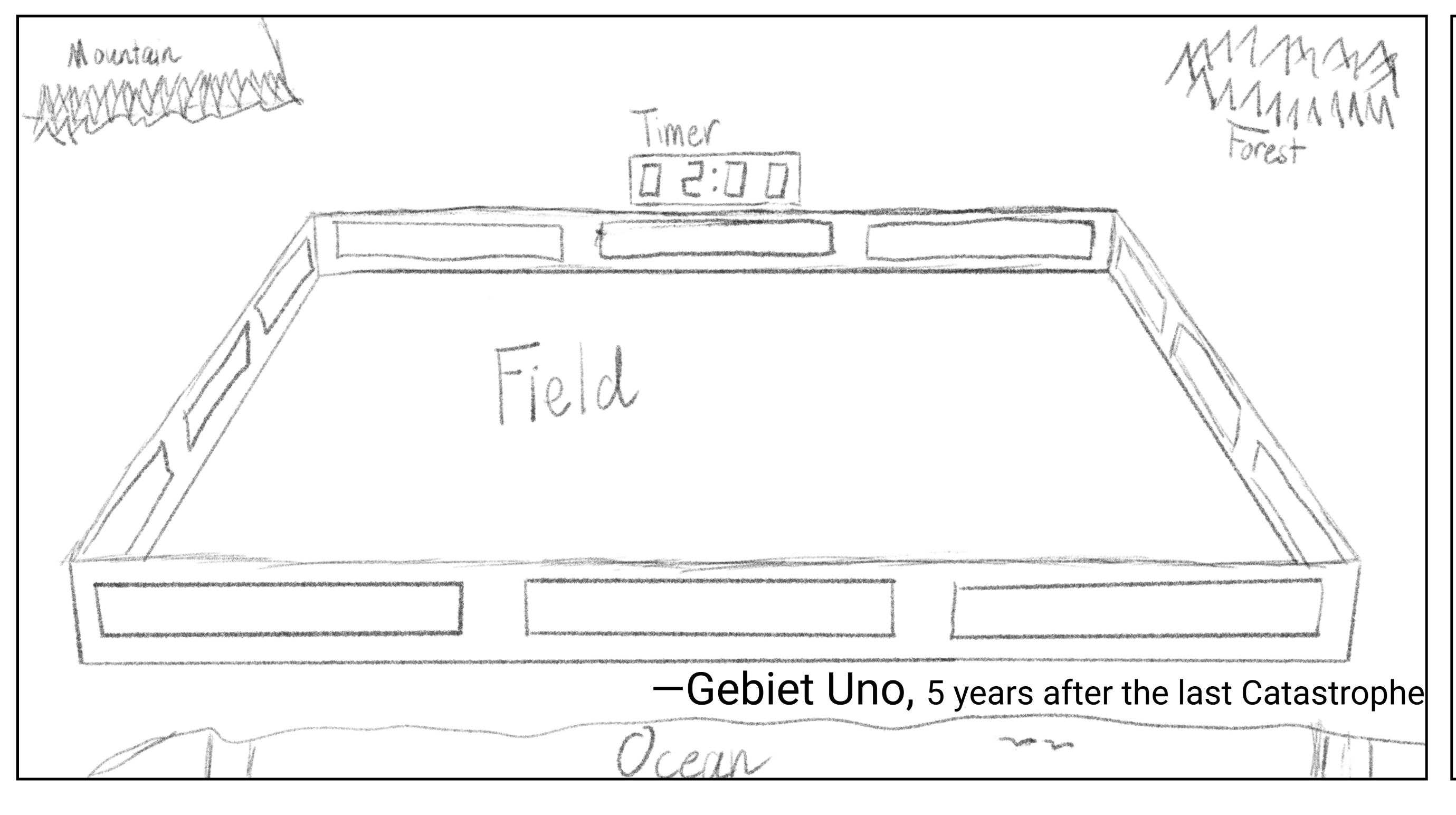
Engines hast the kingdoms built, to prepare before their chances wilt

Thus the stage is set with suspense, let the show commence.

-Dainy, the Wandering Bard

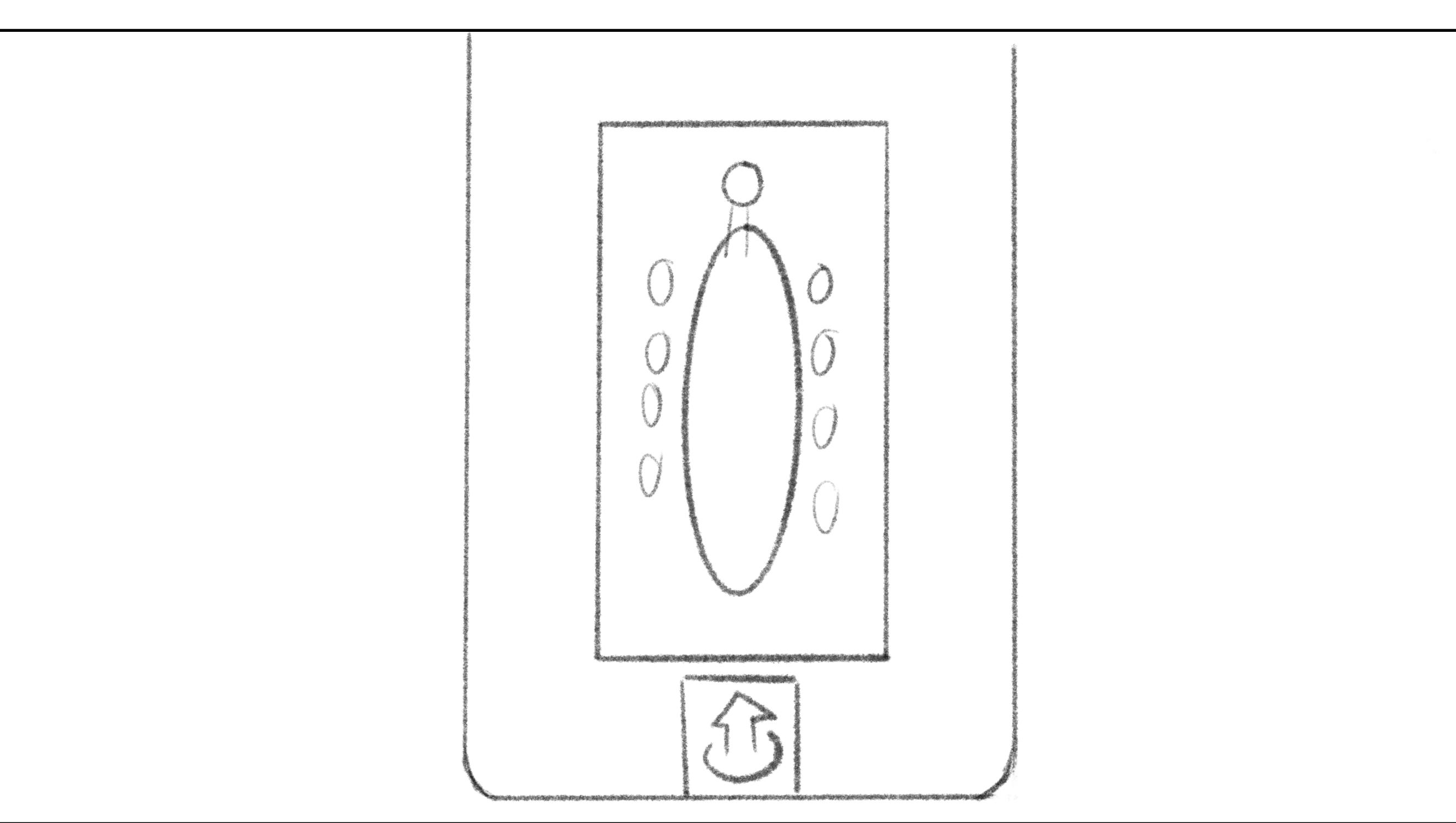
Camera drops down onto the field

Camera flies among the clouds.



Zoom in on TIMER

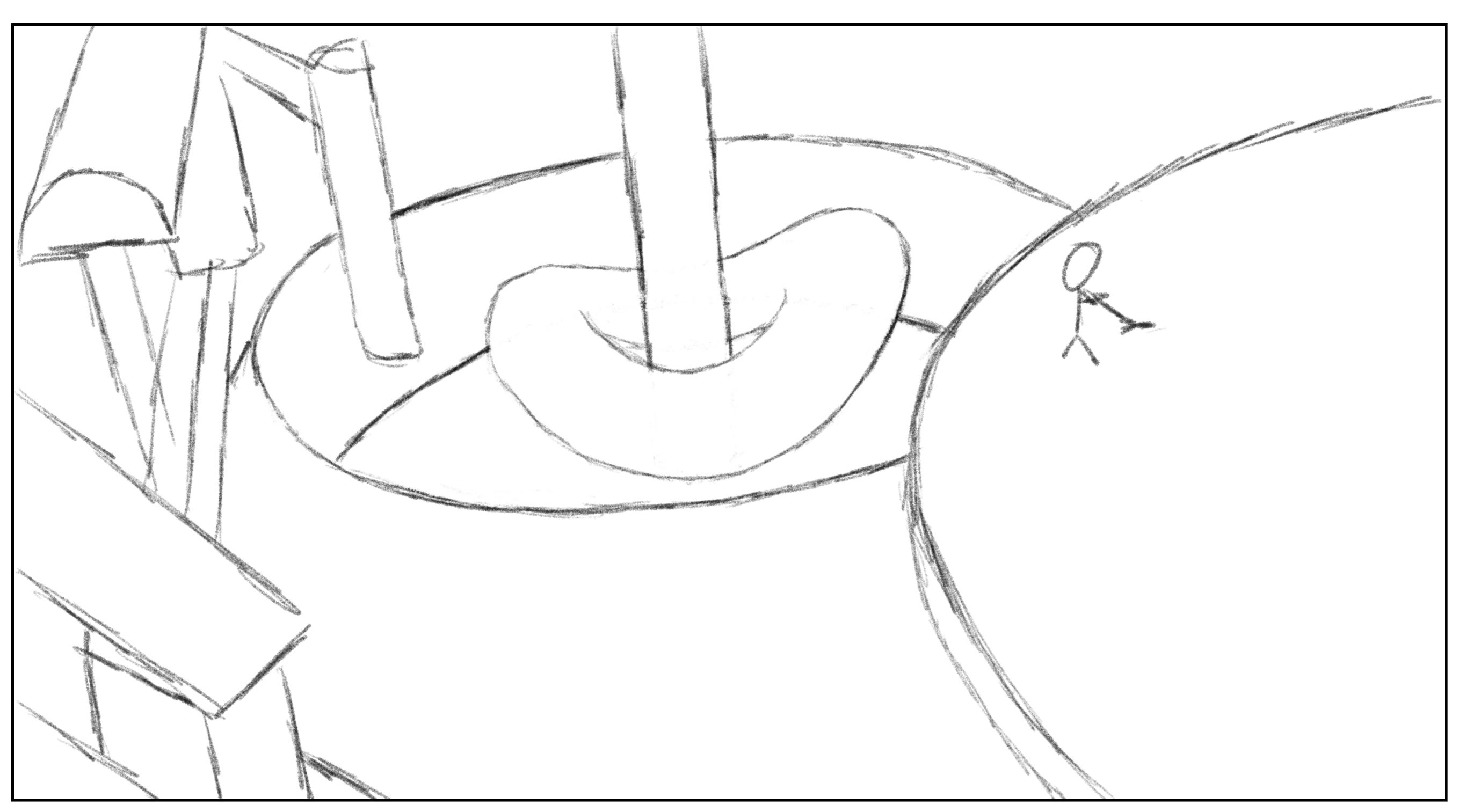
TTS Narrator: "Aether condensation level reaching 99%"



Camera cuts to robot, then zooms in on the command center (brain)

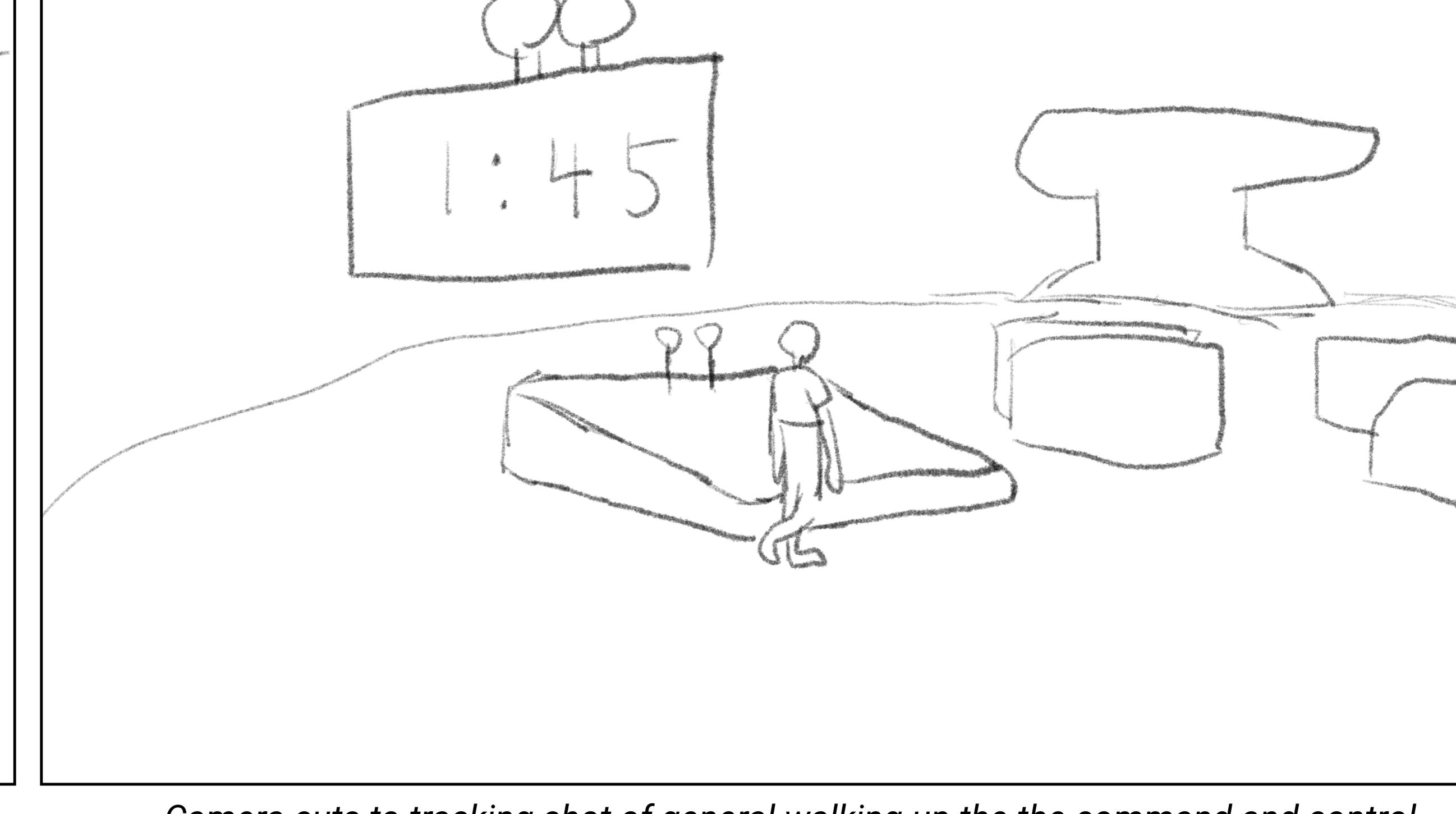
Table leader: "The General hasn't arrived yet, vanguards follow the plan!

Everyone to your positions!"



Camera cuts to a worker at the tower factory

See the huge engine (robot) pull-up, drop fruit (preload) into the tower and takes it out. The worker at the factor cheers.

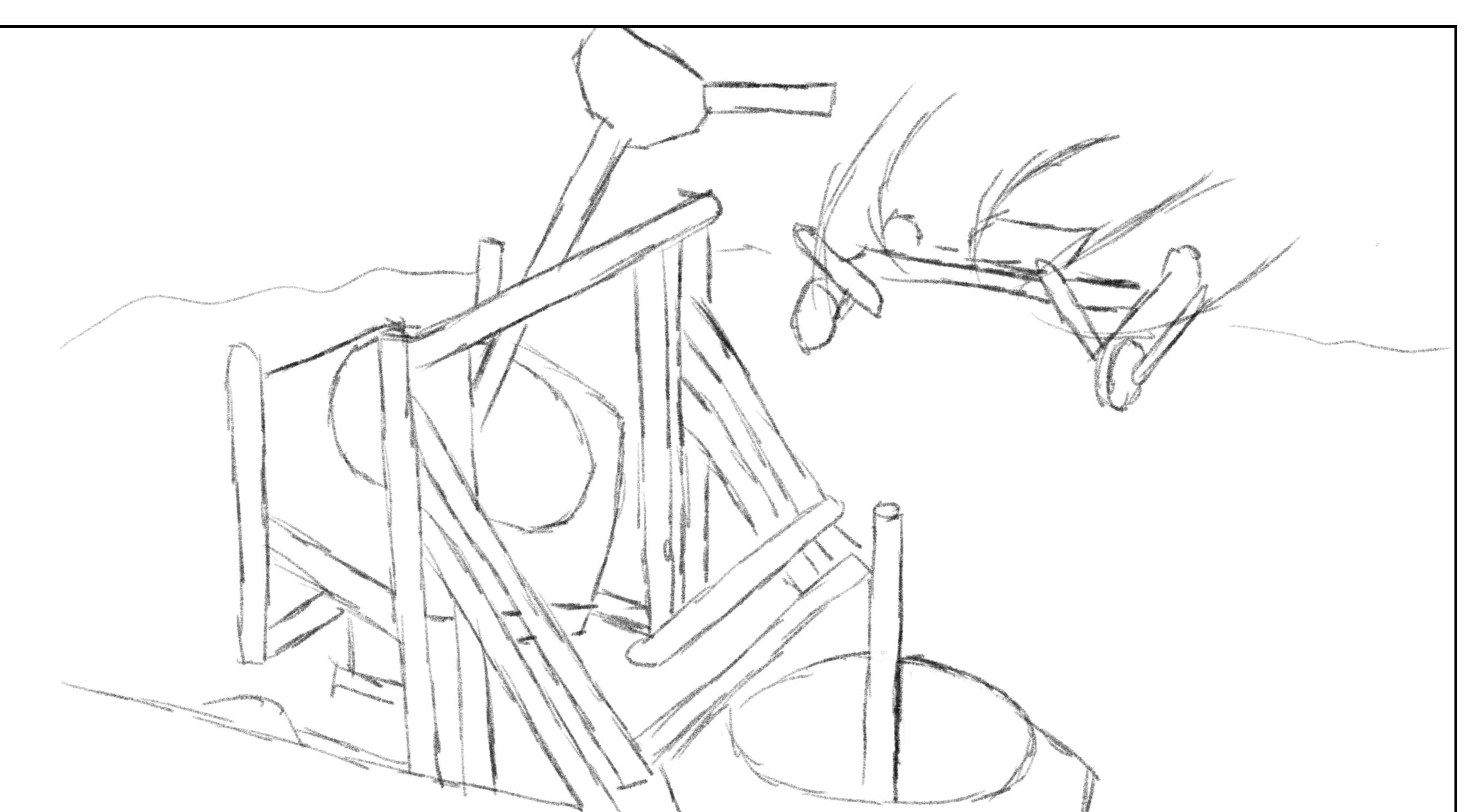


Camera cuts to tracking shot of general walking up the the command and control platform.

Controller-shaped interface on the ground with elongated controller joysticks

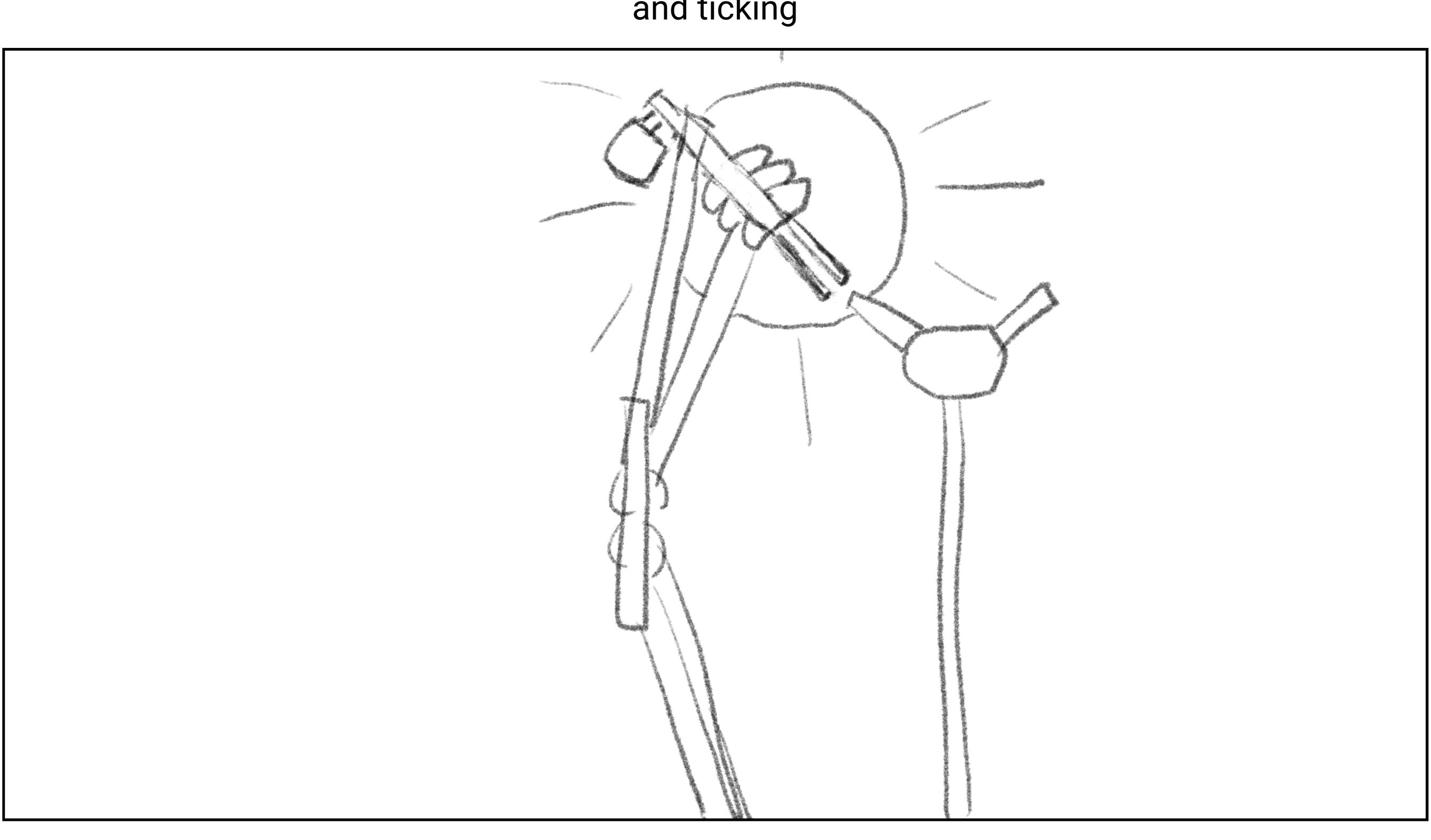
General moves lever (joystick). robot moves, with timer in the background: 1:45 and ticking





Opponent robot comes out of light fog, charging at alliance robot, pinning them against the wall. Alliance robot TTS "5...4...3...2...1... EMP Defense System successfully discharged."

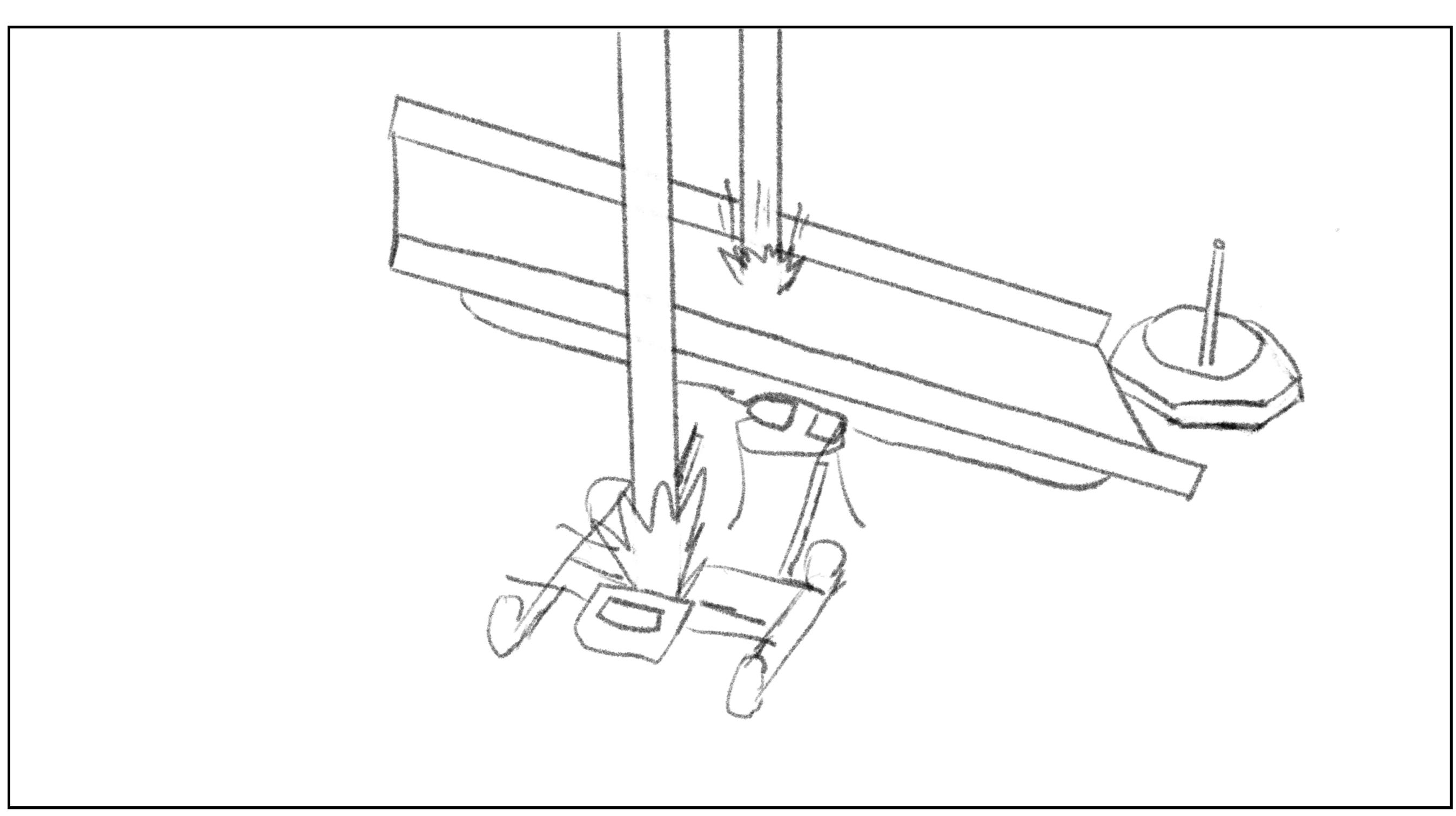
Opponent robot Aether engine flashes/glows red; TTS: "Error: Aether engine disrupted"



Camera pans to 1010Y robot extending to full height and scoring many pieces of Aether fruit (rings) on the top branch of the tower.

Also, camera follows as 1010Y moves a neutral tower to our side.

Read explanation 3



Camera cuts to timer:

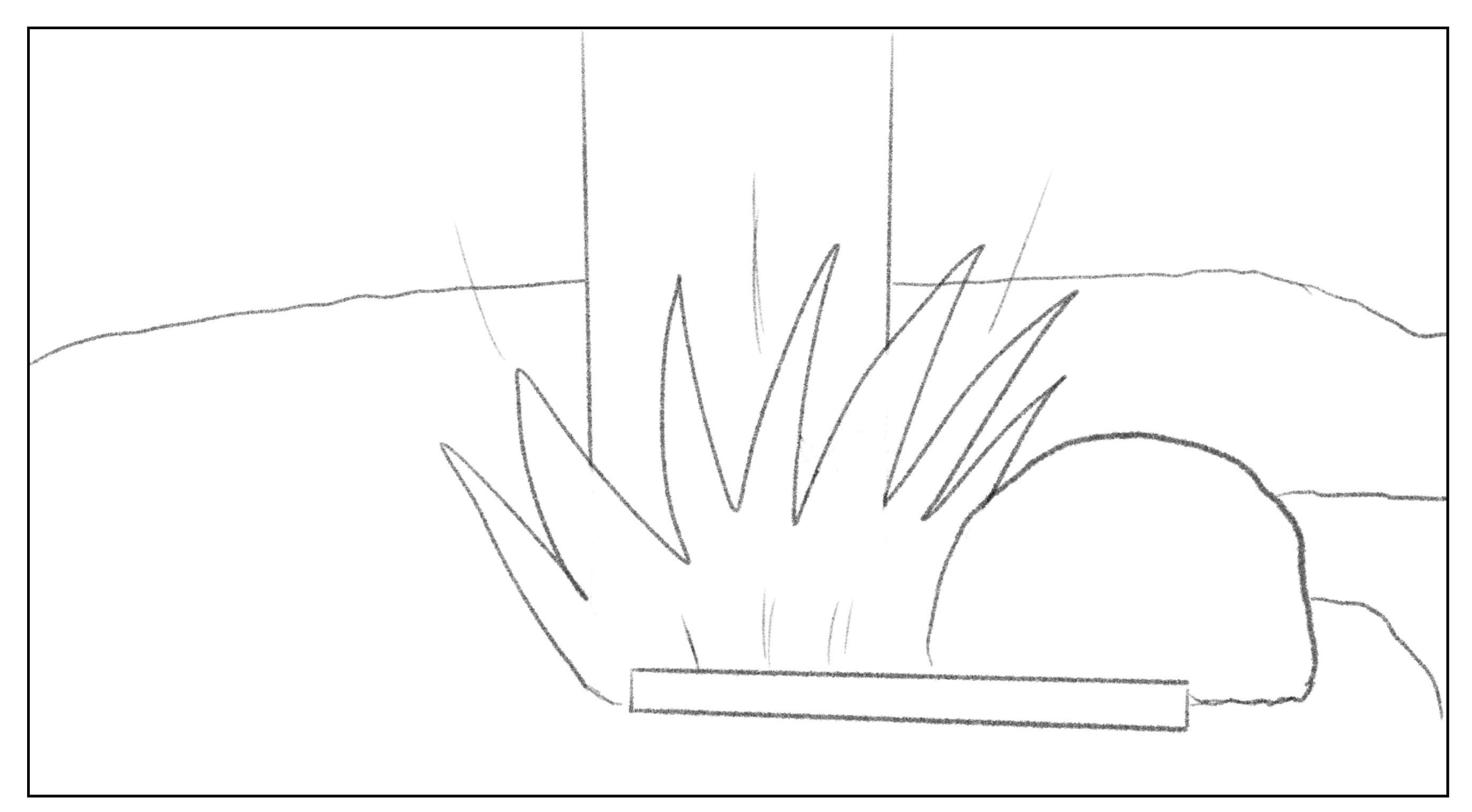
"Timer: 32..."

"Timer: 31..."

"Timer: 30...

Camera zooms out and shows platform being electrified and then opponent robot charges into our platform. As soon as contact is made with the platform, the robot gets smoked and a text-to-speech is heard: "Error: aether engine disrupted"

Read explanation 4



Camera pans to the other side of the field, showing the catastrophe: giant black beam from the sky smites the entire half of the field.

Cheering in the background as camera pans out, and smouldering ruined side of the field is in full view

THE END.

Lore

In the world of Ephémèral, a 'Catastrophe' happens once every five years. When a Catastrophe is about to happen, Aether is forced to condense onto the field. A timer built by the Ancients starts ticking when Aether concentration reaches critical levels. Only when this happens, the Aether levels would be high enough for the CPACEs (Catastrophe Prevention Aether Collector Engine—or robots) to be powered. However, only two CPACEs per Kingdom can be practically sustained by the Aether (two cooperating robots per side).

When the Catastrophe strikes, the Generals (drivers) need some time to prepare, so the Vanguard and CPACE operators follow the prepared battle plans (autonomous).

The CPACEs have a defence mechanism that takes five seconds to activate upon contact with another CPACE, upon which the opponent's Aether collecting ability is severely hindered (pinning disqualification rules).

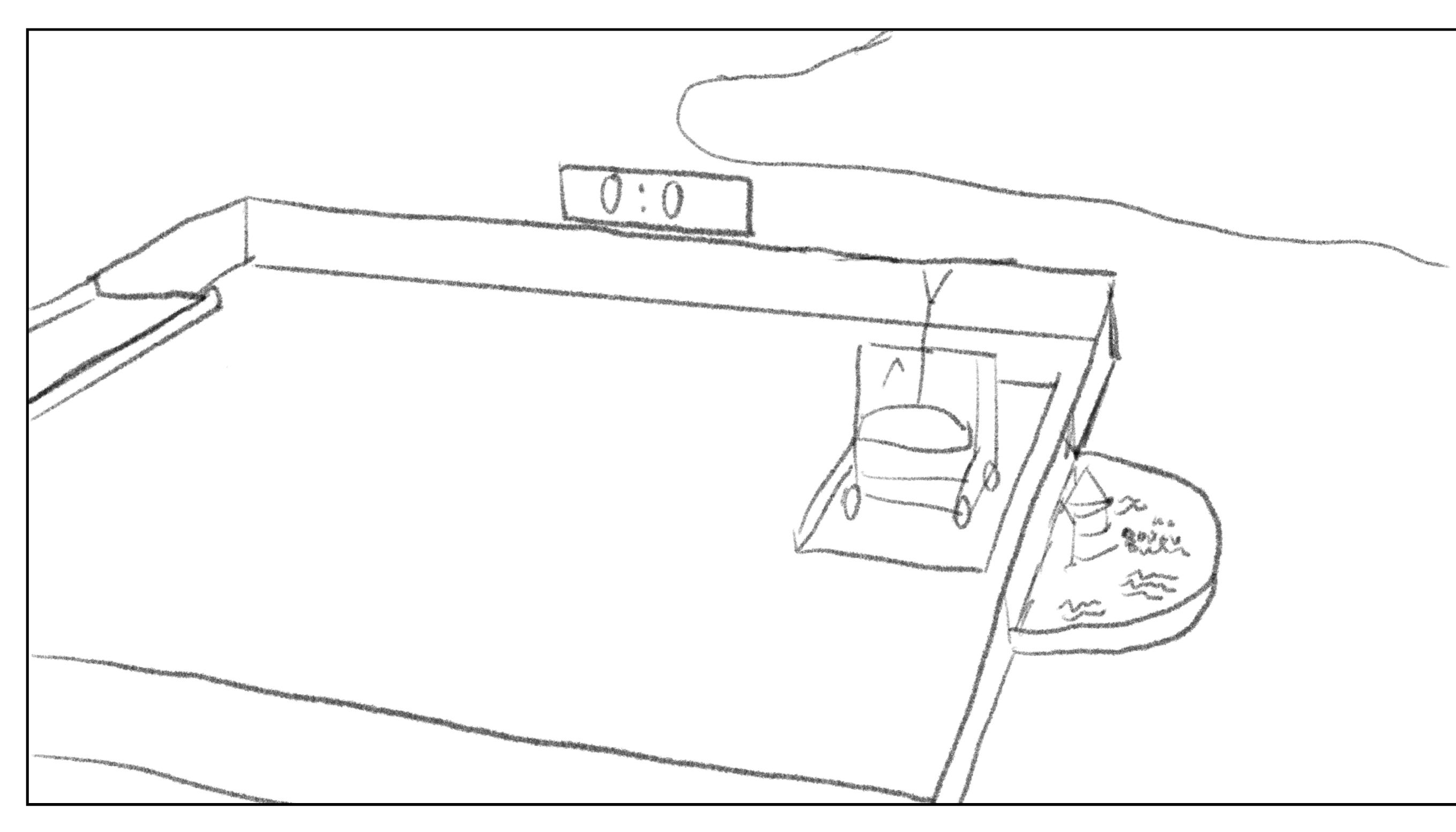
The Aether Stabilization Defence Platform (balance platform) has a similar defence mechanism that only activates in the last night (last 30 seconds no-contact rules).

The center Aether Collector Towers (ACT)—mobile goals—are made by the Ancients and collects Aether for the platform closest to them, while the Kingdoms' replica ACTs exclusively transfer to their builder Kingdom. One Kingdom ACT are still in the factory at the start. Taking it out of the factory and initializing it with an Aether fruit allows the respective Kingdom to gain more Aether in the first phase (autonomous win point).

Fruits (rings) can be placed on the towers to increase Aether collection rates as the ACTs are able to release Aether from them. Aether is more abundant at higher elevations, so higher fruits collect more Aether.

ACTs (mobile goals) and CPACEs (robots) situated on a balanced platform when the Catastrophe strikes are able to use the Aether stabilization capabilities of the platform to greatly concentrate their collected Aether (increased game points for mobile goals/robots on balanced platforms).

The Catastrophe strikes the point of least resistance. Thus, the Kingdom with more concentrated Aether collected will escape unscathed while the other Kingdom will be utterly destroyed (Tipping Point win condition: team with more points wins).



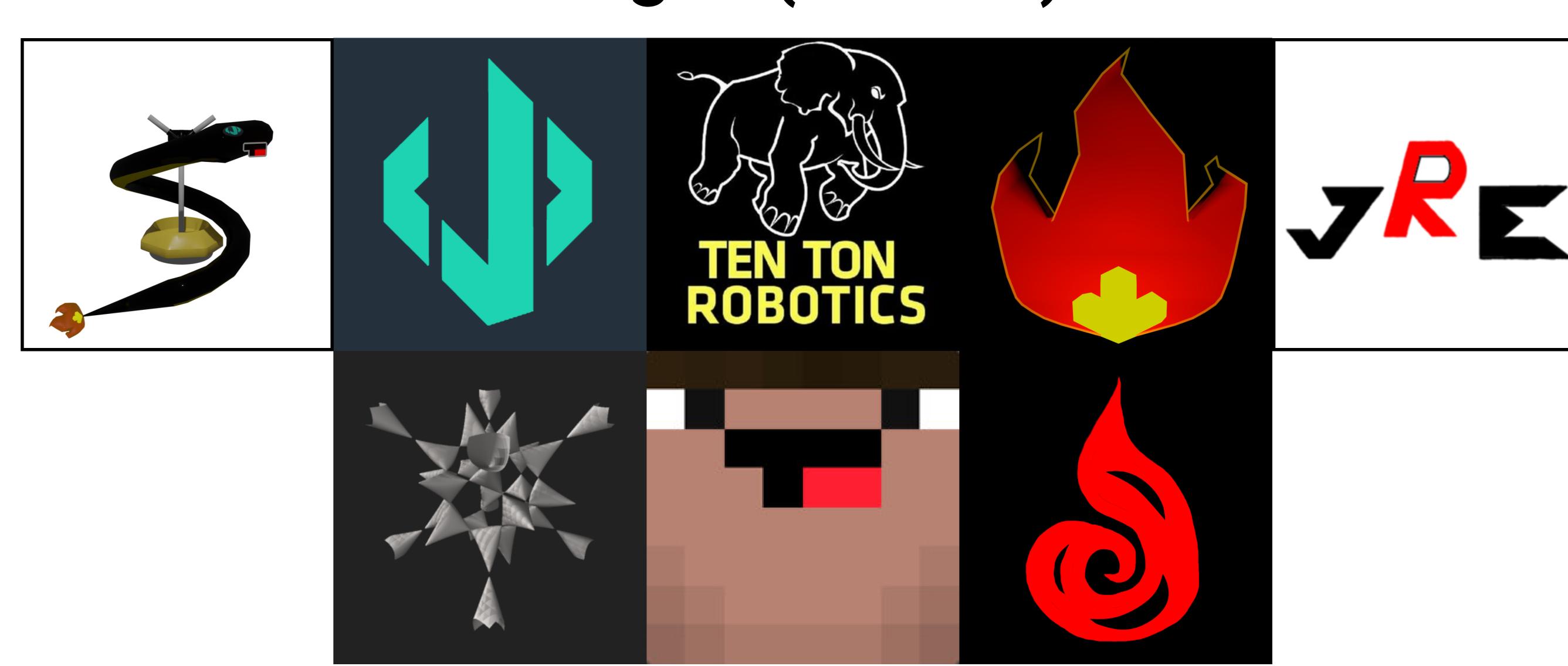
Our robot balances on the platform just in time (2 seconds) with 1 goal in the back, 1 goal in the front, and 1 goal pushed.

Camera looks from behind our platform (slightly higher than the robot) towards the other side

As the timer hits 0, a ray of electricity/lightning jumps from the timer and hops along the tops of each of our goals and into the balanced platform. A powerful shockwave is seen travelling and reinforcing the barrier.

Read explanation 5

Logos (Credits)



Narration

Explaination 1:

The tower can be removed from the factory immediately to start accumulating Aether. with the caveat that at least one Aether fruit is required for it to operate. Kingdoms that have this capability wield an immense advantage.

Explaination 2:

To ensure maximum efficiency, all CPACEs are equipped with an automatic EMP system. If they are pinned against the walls, the EMP will automatically charge and activate in 5 seconds.

Explaination 3:

Aether is more abundant at higher elevations, so fruits placed on the high branches of towers are able to collect more Aether.

Explaination 4:

Similarly to the CPACEs, Aether Stabilization Defence Platforms have an EMP device that can only activate on the last night due to Aether concentration requirements. Plus, if a CPACE and/or towers are balanced on their platform, they are able to highly concentrate their collected Aether.

Explaination 5:

When the timer hits zero, the Kingdom that has gathered more Aether is able to form a barrier to protect them from the coming calamity, while their enemies falls to the Catastrophe and will quickly become a forgotten memory.

Our Theme:

