

Food Fight

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1. Game Objects

What they represent.

A decorative graphic consisting of multiple parallel, wavy lines of small dots. The dots are arranged in a pattern that flows from the bottom left towards the top right, creating a sense of movement and depth. The dots are a lighter shade of blue than the background.

The Seven Meals (Mobile Goals)

The Seven Mobile Goals are represented by seven different luxury meals.



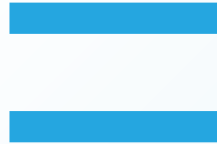
Seventy-Two Spices(Rings)

The seventy-two rings are represented by seventy-two different McCormick spices.



Two Tables (Platforms)

The two platforms are represented by two dinner tables (one for each team.)



2.Scoring

How and why?

A decorative graphic consisting of a series of parallel, wavy lines made of small dots. The dots are arranged in a pattern that creates a sense of depth and movement, flowing from the bottom left towards the top right. The dots are a slightly darker shade of blue than the background.

Ring on/ in a Scored Mobile Goal

A ring scored on a mobile goal will represent a, “seasoned dish” which will increase the value. A more seasoned dish is more delicious, and a more delicious dish is worth a greater value.



Mobile Goals Elevated on a Balanced Platform

Meals that have been, “set on a table” will be worth double the value of a meal that is on the ground. No one wants to be served a meal that has been on the ground, so the robots have designated a lesser value to the dishes that end up on the ground at the end of a match.



2. Game Specific Rules

Why these rules matter.

<SG3> Platforms are “safe” during the endgame

After the neighbor arrives home, knocking over tables creates too much risk of being discovered. If anyone were to hear the time travelers, there would be major implications. As a result there is no table knocking at the end of the game.



<SG6> Rings on the Alliance Mobile Goal are “safe”

Because these specific meals are smaller, removing the spices from them is prohibited. That way if someone only has something small to eat, at least it will taste good.



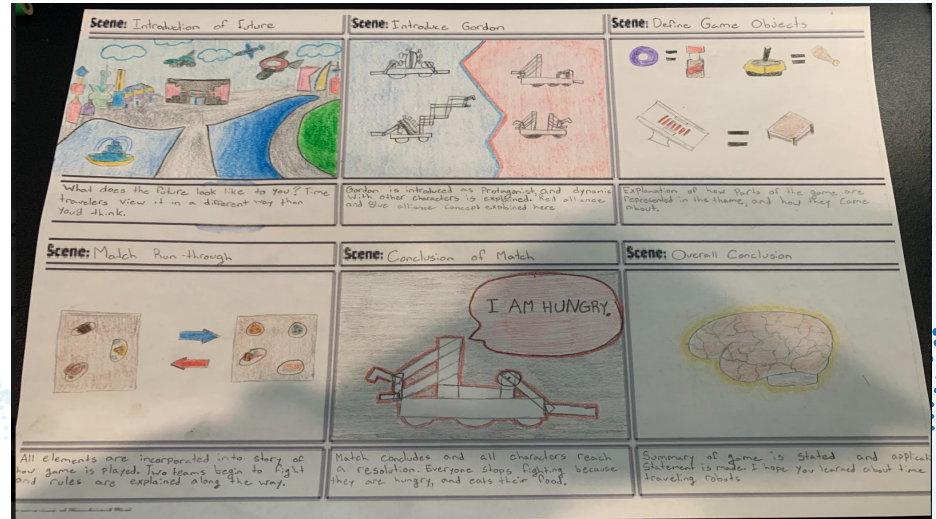
3. Storyboard

Creation of the story.



Storyboard Process

The storyboard went through many iterations before reaching its final draft. Overall, it helped to plan out the formula of the video and develop the script as a whole. Many of the original storyboards included too much extraneous information, or details that made the video too long.

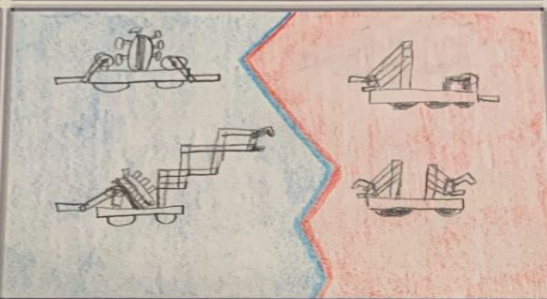


Scene: Introduction of Future



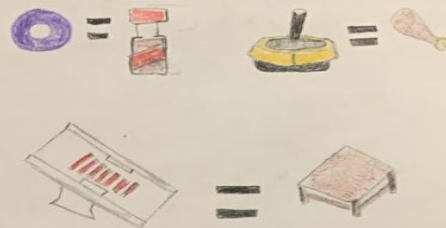
What does the future look like to you? Time travelers view it in a different way than you'd think.

Scene: Introduce Gordon



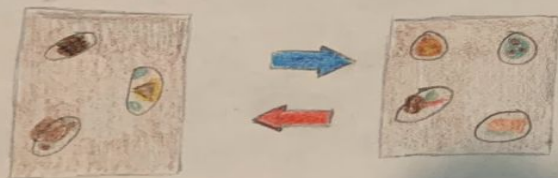
Gordon is introduced as Protagonist, and dynamic with other characters is explained. Red alliance and Blue alliance concept explained here

Scene: Define Game Objects



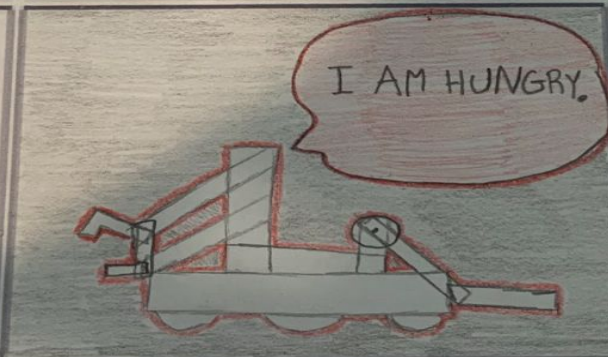
Explanation of how parts of the game are represented in the theme, and how they came about.

Scene: Match Run-through



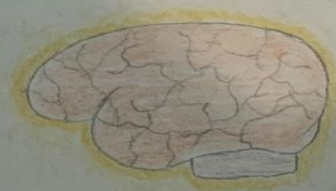
All elements are incorporated into story of how game is played. Two teams begin to fight and rules are explained along the way.

Scene: Conclusion of Match



Match concludes and all characters reach a resolution. Everyone stops fighting because they are hungry, and eats their food.

Scene: Overall Conclusion



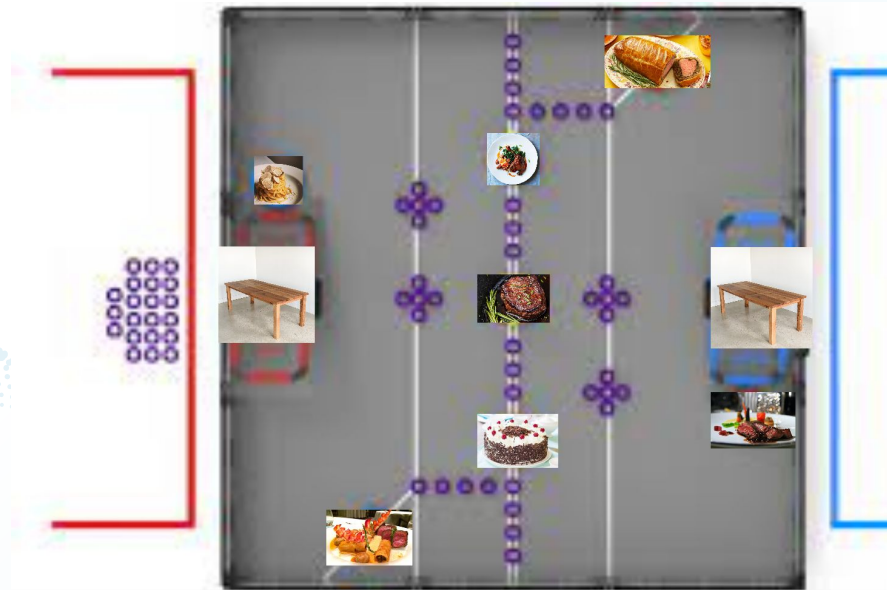
Summary of game is stated and application statement is made. I hope you learned about time traveling robots

3.Field Set-Up

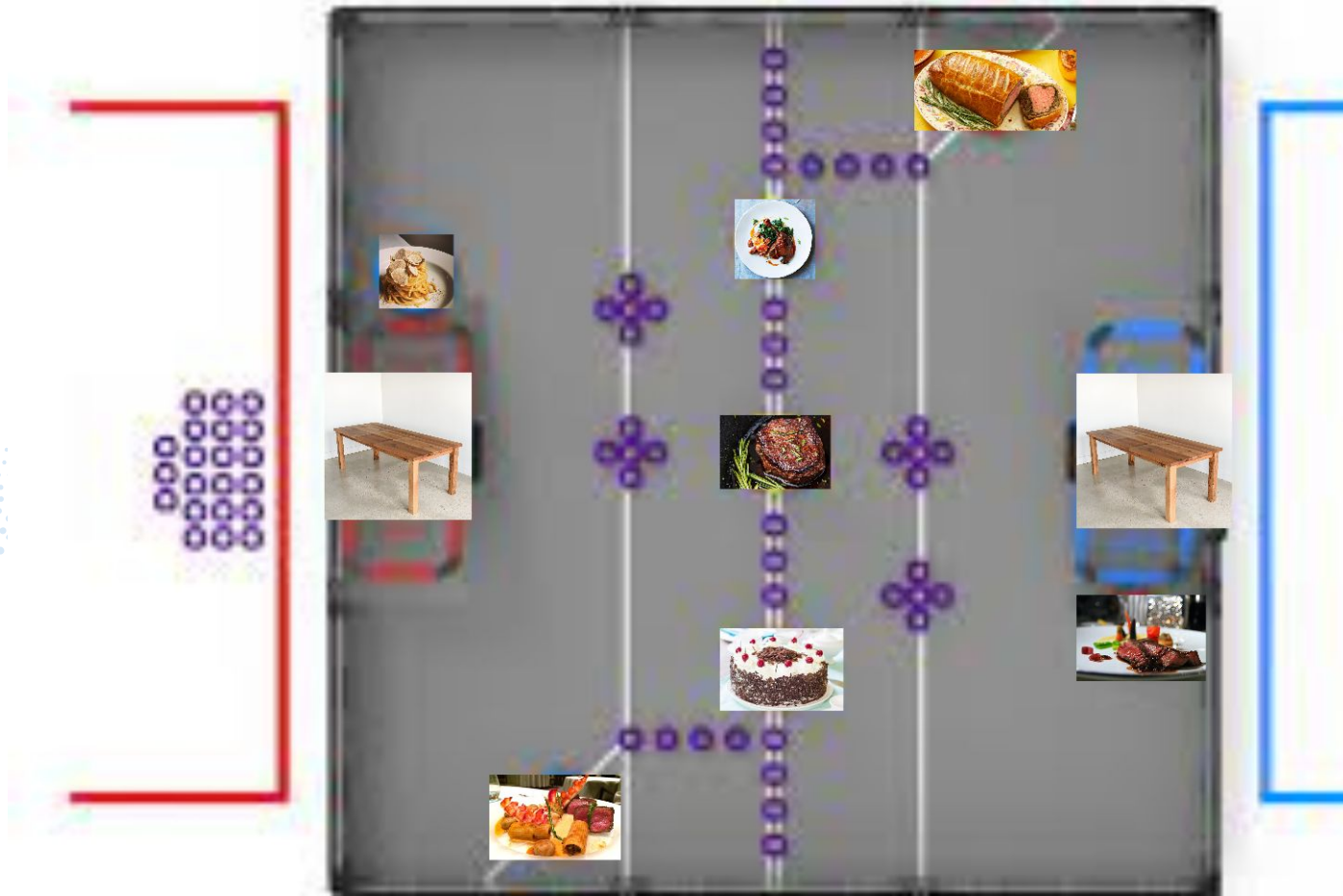
Setting up the field

Mobile Goal Set-Up

This image shows a hypothetical set-up of how all of the mobile goals would be placed if the theme were to occur. This image went through many changes as the theme was developed and actually helped to develop the story itself as the whole team worked to decide on a theme concept idea.



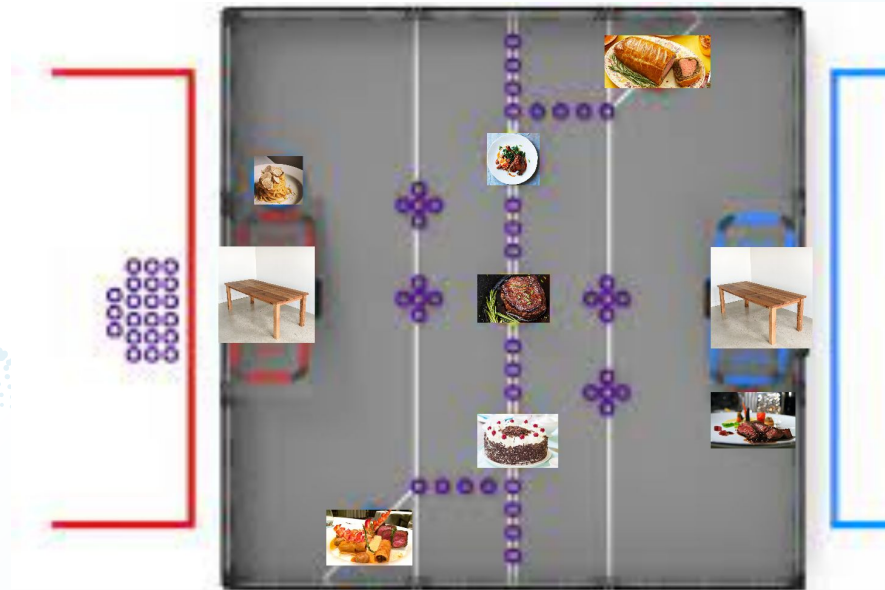
Mobile Goal Set-Up



Ring Set-Up

When we were getting ready to film the video we actually went through and compiled, printed, and cut out 72 photos of McCormick spices. The set-up of the spices was pretty random, but we made sure that every ring had a spice attached to it.

Afterwards we made a chain out of the spices and hung it from the ceiling.



Ring Set-Up



4. Conclusion

Our Takeaway.



Conclusion

This process has taught us so many different things in many different aspects. We learned to use the design process in something other than robotics when we applied it to the development of our storyboard. We learned to work more cohesively as a team when divvying up the roles. We learned a lot about photoshop and video editing when we developed our final video. All of these things are skills that we will take well beyond this online challenge, and well beyond even the borders of robotics. Overall, this project has been extremely rewarding, and has taught us way more than we ever expected when we decided to participate.



Thank You From
The Time
Traveling Robots!

