

VRC High School

Theme It Up! Challenge

“The New Toy Set”

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The following video provides a twist on VRC’s 2023 challenge of the year, Spin Up, with an intriguing theme: children’s toy set. More specifically, it describes the game objects provided as a VEX Robotics game set consisting of various parts of a modern-day battlefield with many exciting tools and components!

The field acts as a ruined battlefield from the outcome of skirmish between two alliances. The goal is to collect and secure as many leftover supplies (yellow disk game elements) and territory within the time limit. Soldiers need to learn to work efficiently and quickly, using VEX-constructed robots that act as tanks to collect supplies.

The high goals act as an undercover base that tanks and launch supplies into. However, in real life, undercover agents have to be safe to avoid punishment and danger. Because of this, in the VEX toy set teams are punished if they miss and make a mistake, in which the opposing team gets rewarded—which is recreated in the low-goal structure.

Rollers act as flag points that “secure land” and territory. In addition, the expansion period of the VEX Spin-Up game now acts as a period where tanks can expand and guard land. In a war, controlling territory is always a priority to set your opponents back, which is why it is an essential element in this toy set.

During the autonomous period, robots follow a set of instructions given to them. In this new theme, this acts as an “undercover” period where teams do not interact with one another. When teams are able to fight and fit up against each other, this shows cover being blown, in which soldiers need to improvise for their team to win.

Actors: (In order of appearance)

Name:	Role:	Notes:
Charlie Wu	Student 1	Close friend with Aarna/robotics member
Aarna Agerwal	Student 2	Close friend with Charlie/robotics member
Juyeon Mun	“Soldier”	Actor on top of the robot

**Script:**

**Scene 1: (20 seconds)**

**Charlie shows Aarna the new VEX Robotics toy set**

**Charlie: Hey Aarna, check this out!**

**Aarna: \*Hm?\* Oh, what's that?**

**Charlie: VEX just released a new toy set. It's called "Spin Up". I think this would be perfect for all the robotics kids in the lab to play with.**

**Aarna: What? I think that's ridiculous. What's even in it?**

**Charlie: They've replicated a ruined battlefield where you play as the soldiers and such. You're on a mission to collect supplies for your team.**

**Scene 2: (40 seconds)**

**Scene cuts to the robotics VEX Field and simulates a full game (shortened). Charlie explains to Aarna what the game is about (voice over).**

**Charlie: The field acts as a battlefield, where you control tanks that help pick up supplies.**

**Aarna: The yellow discs?**

**Charlie: Yup! The goal is to bring them up to your team's basket. It acts as an undercover base where they can secure all the goods you bring.**

**But be careful! Your team is undercover, so if you're not careful, you may just put your supplies right into enemy territory.**

**Aarna: Huh, interesting.**

\*cuts on one particular robot, with a person on top (Juyeon). Autonomous period begins.

**Charlie: The tanks are given set instructions to follow, working undercover. (Hushed voice)**

**Juyeon: Okay, so I just gotta follow these instructions the commander gave me...**

**Charlie: The rollers on the side act as flags for your team. They are important for after the game, when you incorporate air support**

**Aarna: Air support?**

**Charlie: Yeah, I'll describe that later.**

\*b-roll of robot moving

**Charlie: But after a while, your cover will get blown, and suddenly, you find yourself fighting for the supplies with the opposing team on the battlefield!**

\*scene has various cuts and shots of robots doing things during driver period; collecting disks, shooting them, moving rollers.

**Charlie: But it's also a very team oriented game, where robots are fighting for the materials.**

\*more b-roll

\*scene ends with expansion, with robots expanding to as far as possible

**Charlie: At the end, teams will be able to expand their tanks to become as wide and possible. This, alongside the flags, allow for the air support to comfortably land.**

**Juyeon: I did not plan for this...**

**Aarna: So whoever has the most points from the supplies, flags, and territory wins?**

**Charlie: Exactly!**

**Scene 3: (20 seconds)**

**Charlie and Aarna are still talking to each other about the toy set**

**Charlie: So, what do you say? You think this would be a good idea for the robotics lab?**

**Aarna: Heck no. I don't think anyone would like it.**

**Charlie: Come on, please!**

# Storyboard

Storyboard: Vex SpinUp / Thru 1/4

Scene 1:

(1.1)

"Hey..." Charlie calls Aaron over while she walks by.

(1.2)

Zoom in on Charlie while he explains the game

(1.3)

Side profile of Aaron while she speaks

(1.4)

Camera goes back to 1.1 while he justified reasoning

Scene 2:

Vex Field wide-shot

Zoom in on the basket (High goal)  
"Yup! ..."

edit transition →

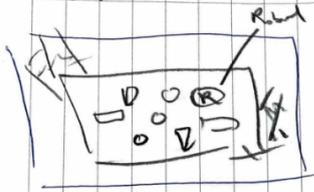
Low-goal  
"But be careful!"  
...

Robot set for autonomous. Begins to move

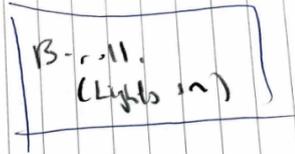
B-roll for like  
(5-10 seconds (lights off))  
about claw-hot

A.ZONE

Scene 2: pt2



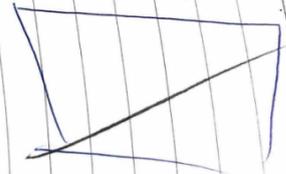
Wide shot of field  
(Lights turn on  
mid-way through shot)



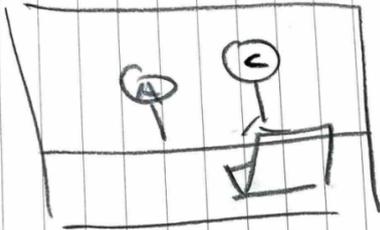
Expansion!  
Wide shot of  
field in the  
final stage.



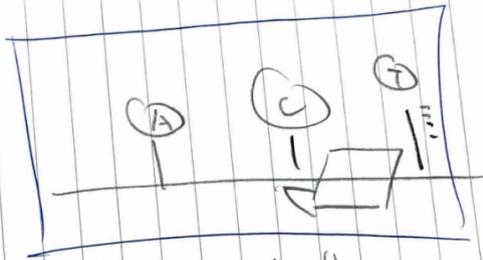
Shot of disks,  
rollers, and shot  
individually



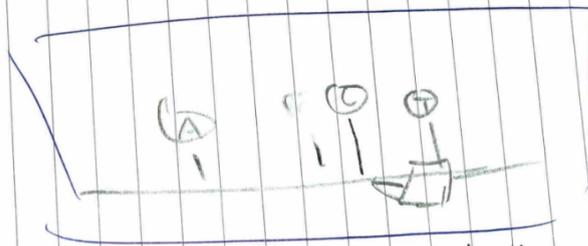
Scene 3:



Charlie and Arnie  
conversing



Tristan gradually  
walks by.



All three ppl gradually  
converse