

## Survival in the Wild

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### Objective:

- Teams are competing to gather as many resources as possible in a limited time
- Avoid dangers such as wild beasts and natural disasters or phenomena
- Goal: Ensure the survival of their community in a post-apocalyptic world

### Game and Field Objects:

- Bots: Represent Wild Animals
- Accidental String Expansion: Represent natural disasters that teams must be careful with
- Vex Field: Represent the treacherous terrain that teams must navigate through (hunting ground)
- Rollers: Represent water resources that teams must control
- Discs: Represent rice, a valuable resource that teams must gather to survive. They are scattered around the field in a symmetrical way
- Bumpers: Represent obstacles that teams must overcome. In the game they can block the teams' bot and sometimes make the bot stuck, making them lose precious time

Scoring:

Each Disc Scored in a High Goal	5 Pounds of Rice
Each Disc Scored in a Low Goal	1 Pounds of Rice
Each Owned Roller	10 Pounds of Water
Each Covered Field Tile	3 Acres of land
Winner of the Autonomous Bonus	10 pounds of Meat

**Victory:**

Survive and secure the necessary resources to sustain their community in a post-apocalyptic world.

Victory in the "Survival in the Wild" theme isn't just about winning, it also comes with a big responsibility. It shows that a team can handle the challenges and obstacles in a post-apocalyptic world and get the resources they need to survive. This means getting water, food, and land, while avoiding enemy attack and protecting their own resources.

**Why This Theme:**

This theme emphasizes the importance of resourcefulness, strategy, and teamwork in order to overcome the challenges and obstacles of the wilderness and ensure the survival of the community.

This game not only showcases the technical and strategic skills of the participating teams, but also highlights the importance of resourcefulness and teamwork in survival situations.

The "Survival In the Wild" theme has the potential to transformed the VEX Robotics Competition Spin Up game into an immersive and thought-provoking experience for all team making it entertaining as well as interactive.

## Storyline:

The game is set in a post-apocalyptic world where resources are limited and the only way to survive is by acquiring as many resources as possible. You must avoid dangers such as beasts and accidents. Two teams, the Red Alliance and the Blue Alliance are competing to gather resources to ensure the survival of their people.

The teams begin at opposite corners of the field. Their objective is to navigate through the terrain filled with beasts while avoiding them, in order to gather resources. The teams must strive to gather resources in order to score points by scoring them into their alliance's High Goals which are located at opposite corners of the field, each disc scored in a High Goal is worth 5 sacks of rice . Both teams also have to focus on owning the rollers that are mounted on the field perimeter, each roller that is owned by a team will be worth 10 pounds of water.

The teams must also protect their own resources(low goals) and avoid natural disasters(accidental string expansion) while they gather resources.

As the clock winds down, the teams enter the Endgame. The team that scores the most points by gathering resources, protecting their own resources, and avoiding the most dangers will be declared the winner. The Alliance that scores more points in the Autonomous period is awarded with ten bonus points, added to the final score at the end of the match.

The judges tally the final score and the Alliance with the most resources is declared the winner.

## Design Ideas:

Game field



Discs



Rollers



## References;

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