



Pyramid Heist

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Storyboard & Script



Welcome to the Pyramid Heist!

AAAAAAAAA! Phew... wait where am I?

Wait till I tell my friends about this! We'll be rich!!!

Ok, here's the plan!

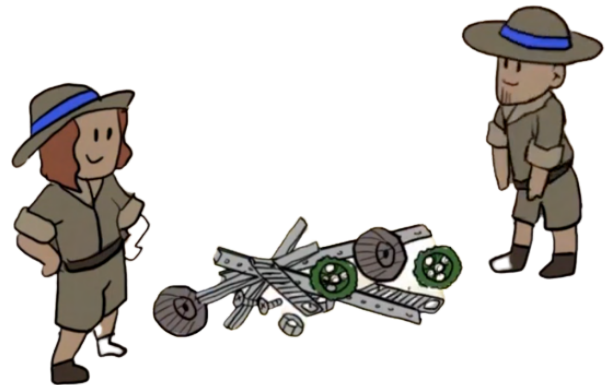
Once we enter the pyramid, the doors will close and we'll have 2 minutes before the walls collapse. Another team of like-minded explorers will also be at the pyramid.

We need to gather more jewels than them to escape and gain control of the pyramid.

But be careful!

The floors of the pyramid are covered with booby traps! For safety reasons, we'll need to **build our own robot** using nearby scraps and then lower it onto the floor.

When the robots reach the floor, the torches burn out and we'll be in darkness for 15 seconds. The robots will run **autonomously** during this period.



Robots are **not** allowed to cross the middle line during these 15 seconds because the middle tiles are unstable and will fall.





Afterwards, we'll light our own torches and control our robot again.

Each team has one chest of their **color** located on opposite corners of the room.



A team gets **5 jewels** for every piece of gold they put in their chest.



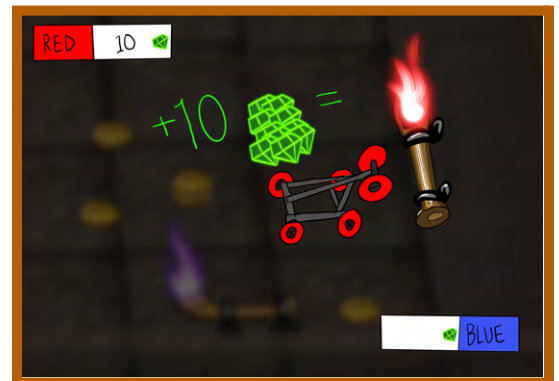
If the robot misses their chest, the gold pieces drop into a trap belonging to the other team. The opposing team gets **1 jewel** for each gold piece dropped.

The gold in the trap has a higher chance of being damaged by falling debris, so they are worth less jewels than the gold in the secure chests.

Gold will only be claimed if they are in our respective chest or trap.

Along with the gold, there are **four** torches.

When our robot spins a torch, the flame changes to our color. After 2 minutes, whichever team's color the flame is, gains **10 jewels**.



If the torch isn't clearly one color, it will burn purple and neither team will benefit.

Note: *If the majority of a torch is one color, that team will be given the benefit of the doubt and will gain possession of the torch.*

In the last 10 seconds, a loud chime sounds, alerting teams that the walls are going to collapse. Robots can extend to touch tiles, which will glow the color of their team. Teams gain **3 jewels per tile covered**.



The traps also activate in the last 10 seconds, preventing robots from extending into that area.



Now who's ready for an adventure!

Lore

Roughly 4,000 years ago, an ancient civilization existed in Egypt. Its people worshiped the sun god, Ra, by constructing massive pyramids.

The civilization's people created an autonomous machine with all their gold, utilizing solar energy to honor Ra. They conducted rites for the machine and placed it in the midst of the landscape, causing the pyramid to grow in height.

However, a few moments later, the machine suddenly disappeared within the pyramid. The solar-powered machine stopped operating due to a lack of sunlight, and there was no way to recover it; the civilization lost all of its riches to the machine.

Devastatingly, the civilization and their legacy were lost. Over time, the golden machine inside the pyramid melted due to Egypt's hot climate. The molten gold reformed into little coins, waiting to be discovered once again.



Our Theme

Game field: Pyramid.

Alliances: Two opposing teams of explorers who want to collect jewels to gain control of the pyramid.

Victory: The team that collects the most jewels are able to escape and gain control of the pyramid!

Robots: The floors of the pyramid are covered with booby traps. For safety reasons, the teams will build their own robots using nearby scraps. They will lower their robots onto the floor, and the heist will begin!

Autonomous period: When the robots reach the pyramid floor, the torches illuminating the floor will burn out, leaving the teams of explorers in darkness for 15 seconds. The explorers can not see their controls, so they choose to run their robots autonomously. The team that has the most jewels after this period gets a bonus of 10 jewels.

Driver controlled period: After 15 seconds, the teams can light their own torches and control their robots. This period lasts for 1 minute and 45 seconds because the walls of the pyramid will collapse after 2 minutes.

Discs: Pieces of gold. The gold will only be claimed if they are in their respective chest or trap. The gold in the trap has a higher chance of being damaged by falling debris, so it is worth less jewels than the gold in the secure chests.

High goals: Chests. Each team has a chest in their color that is located on opposite corners of the room. A team gets 5 jewels for each piece of gold they put into their chest.

Low goals: traps. If a robot misses while shooting gold into their chest, it will drop into a trap belonging to the other team. The opposing team gets 1 jewel for each gold piece dropped.

Rollers: Torches. When a robot spins a torch, the flame will change to the color of their team. If the torch isn't clearly one color, it will burn purple and neither team will benefit. After two minutes, the team whose color is shown on the torch will gain 10 jewels.

End game: In the last 10 seconds, a loud chime sounds, alerting teams that the walls of the pyramid are going to collapse. Robots can extend to touch tiles, which will glow the color of their team. Teams gain 3 jewels per tile covered.

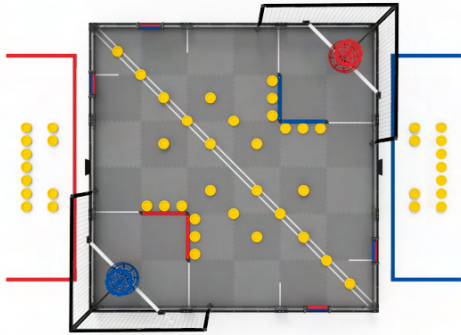
Important Rules

- Robots can only hold a maximum of 3 pieces of gold because the gold is heavy and can break the robot.

- Robots are not allowed to cross the middle line during the autonomous period because the middle tiles are unstable and will fall.
- If the torch majority is one color, that team will gain possession of the torch.

Game Pieces

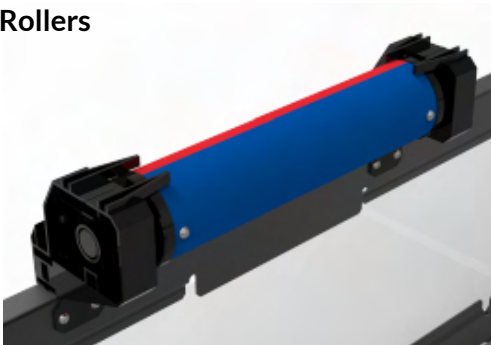
Game field



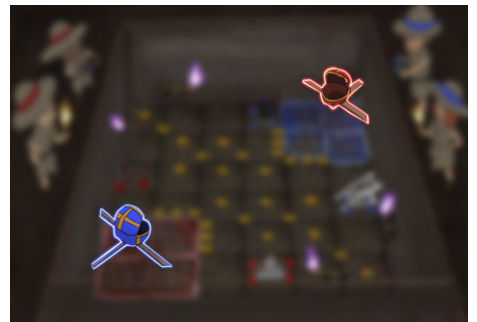
Discs



Rollers



High goal



Low goal

