

***The Maliace At
The Paliace
Theme It Up
Challenge***

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Script/Storyboard



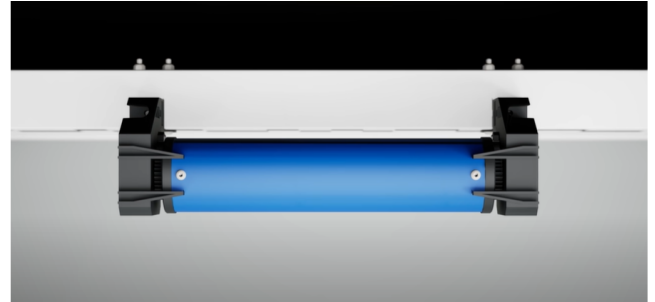
-The terrifying monster Cyclone is destined to destroy the planet Earth, with a blast penetrating through all of mankind's creation. Every two minutes, this blast strikes the surface of the Earth

- Every 2 minutes, this blast strikes the surface of the Earth. However, engineers and scientists united to generate a barrier that could sustain this blast. This barrier was fueled by the material of special coins located in palaces throughout the world. So the mission had become clear, who would be brave enough to collect coins and save the lives of their family, friends, and all of humanity?



-In these palaces, robots controlled by humans must collect and shoot these “golden coins” in their specific color castle. If shots are missed, they fall into enemy waters and turn into additional coins for opponents.

-Further, 4 towers are located at the corner of the palace. These towers are represented by the banner that is shown on the tower. These towers in the end hold a treasure chest that has additional coins. But this extra bonus is only given to the banner that is shown on the tower when the clock strikes 0.



-In the last 10 seconds of the match, it's conquer time, with robots expanding to cover as many rooms in the palace as possible. For every room these robots are touching, they are able to get extra jewelry that lies in an underground chamber. This jewelry can only be found during these last 10 seconds.



-For the first 15 seconds, robots move throughout the palace by themselves, picking up golden coins and changing the banner of towers. However, robots can only scout so far and cannot pass or enter their opponent's side of the castle. After that, a 1 min and 45-second driving control period starts. Alliances will be shooting coins in their castle, playing defense on another robot, or changing banner towers throughout the match. In the end, the team with the most coins from shooting coins, tower banners, and rooms will have their barriers activated, while the remaining team will be left with no option, but to accept their destiny of death. ... So will you answer the call or fall victim to the blast?



More info about game objects:

Robots: Robots, driven by humans, have been created to collect coins to help fuel the barrier.

Disks: Golden coins that fuel the barrier. Gold coins are scattered throughout the castle and must be shot in the alliance's color castle.

Rollers: Rollers are towers that are determined by the color banner shown at the end of the match. If both colors are shown, neither team get the extra coins at the end of the match

Expansion: Conquer Time! Robots must touch the various rooms in the palace.

Field: The field is in a palace, with robots needing to shoot golden coins in castles.

Autonomous Period: The first 15 seconds of the match are programmed by humans. Teams are not allowed to enter the opponent's side of the castle.

Driver Control: Human-controlled robots try to collect and shoot as many discs as possible, while also controlling banners and touching rooms.

Changed Field

