

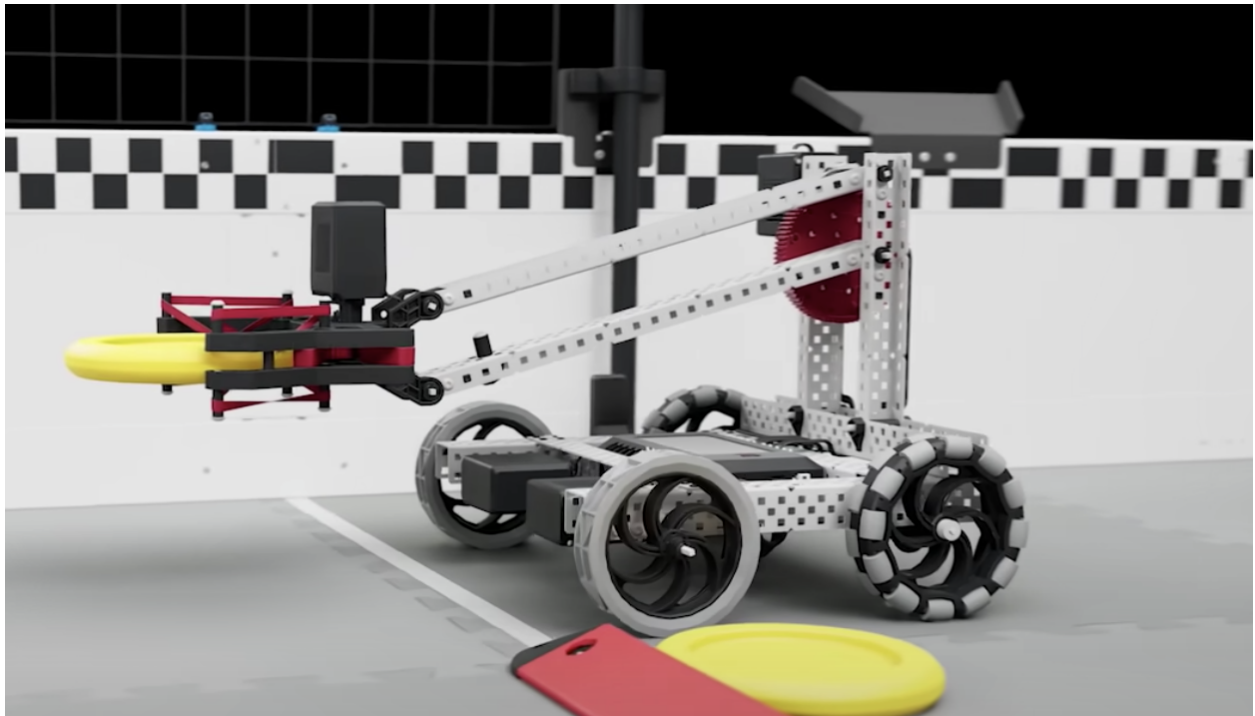
‘Theme IT Up!’ Online Challenge: 2022-2022 -

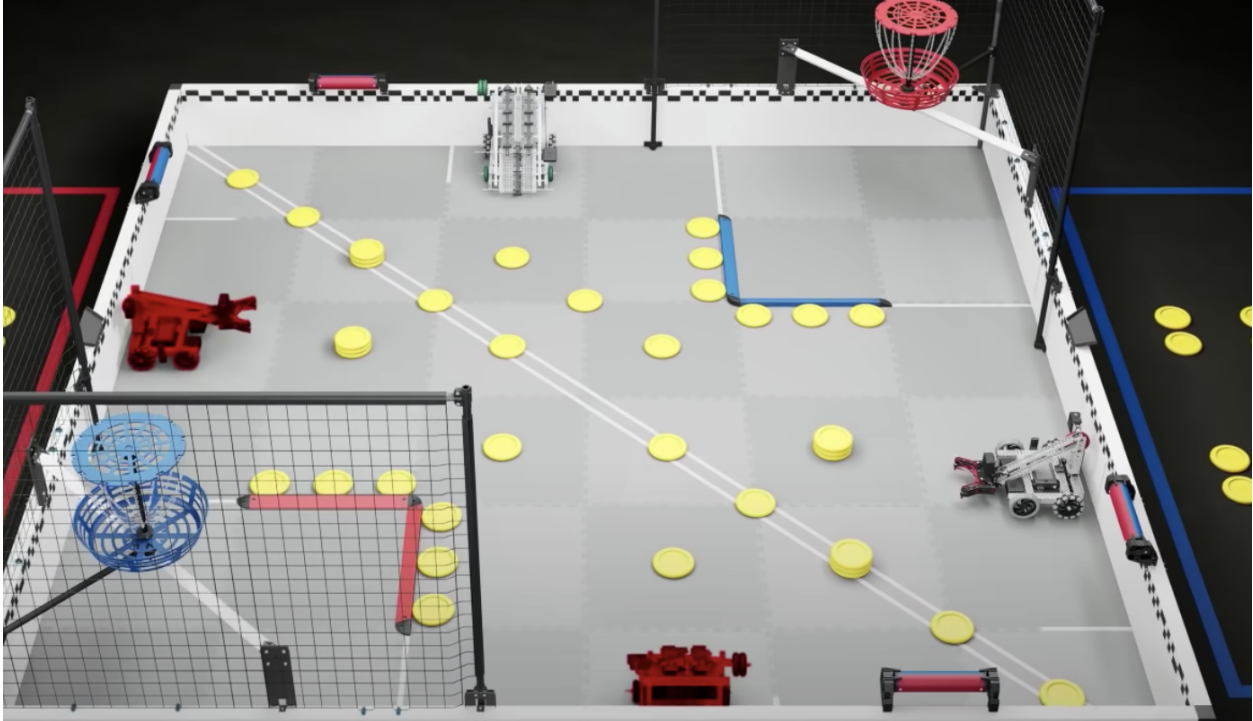


Participants: Adavya Sharma, Arpit Jena, Chittresh Mitra, Ishaan Choudhury,
Kavya Srivastava, Nathan Yee, Ria Kanwar, Rucha Mulay, Shikar Jayswal

Overview:**Game objects and rules:**

The robots: Each team has two robots that are doing different tasks. Each side has a team of two players, one plays point-guard (Attacker) and the other plays center (Defender/passer). The goal of the Attacker is to score basketballs in the hoop. The goal of the center is to make sure that the point-guard has enough basketballs to shoot, space, and defend the other team's offensive side.





Discs: In this version of basketball, there are many balls littered around the court. The players fight to pick them up. The balls are 140 mm wide and 20 mm thick. There are a total of 60 balls,



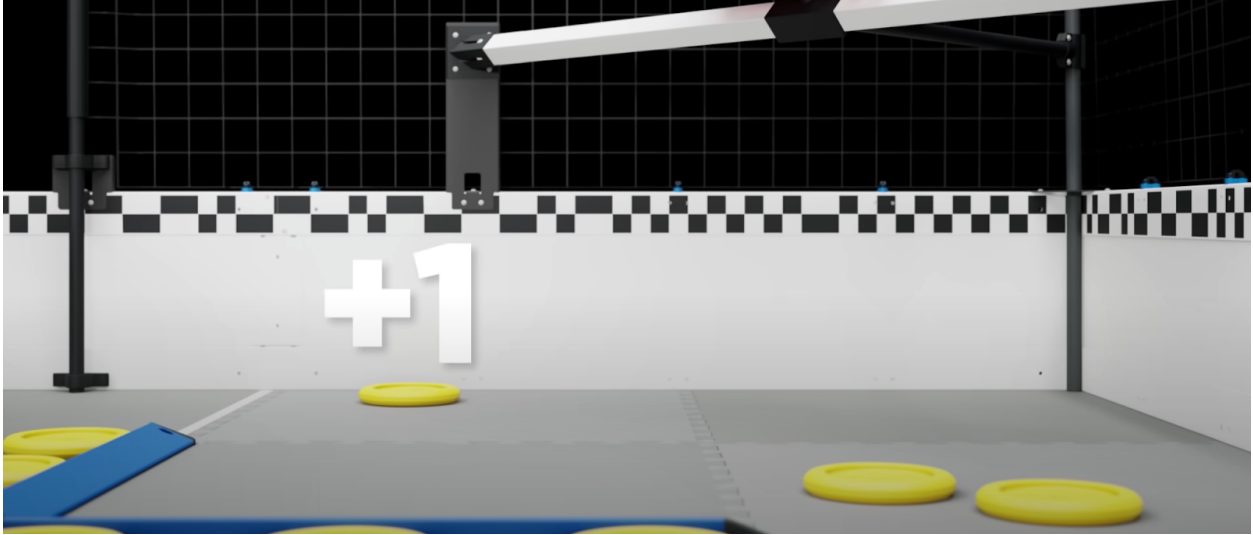
Field: The basketball court, 6x6 tile area where players will play the game on.

Points: These points can be achieved in many ways, each point value is different for certain actions. Hoops = 2,500, Airball Zone = -500, etc.

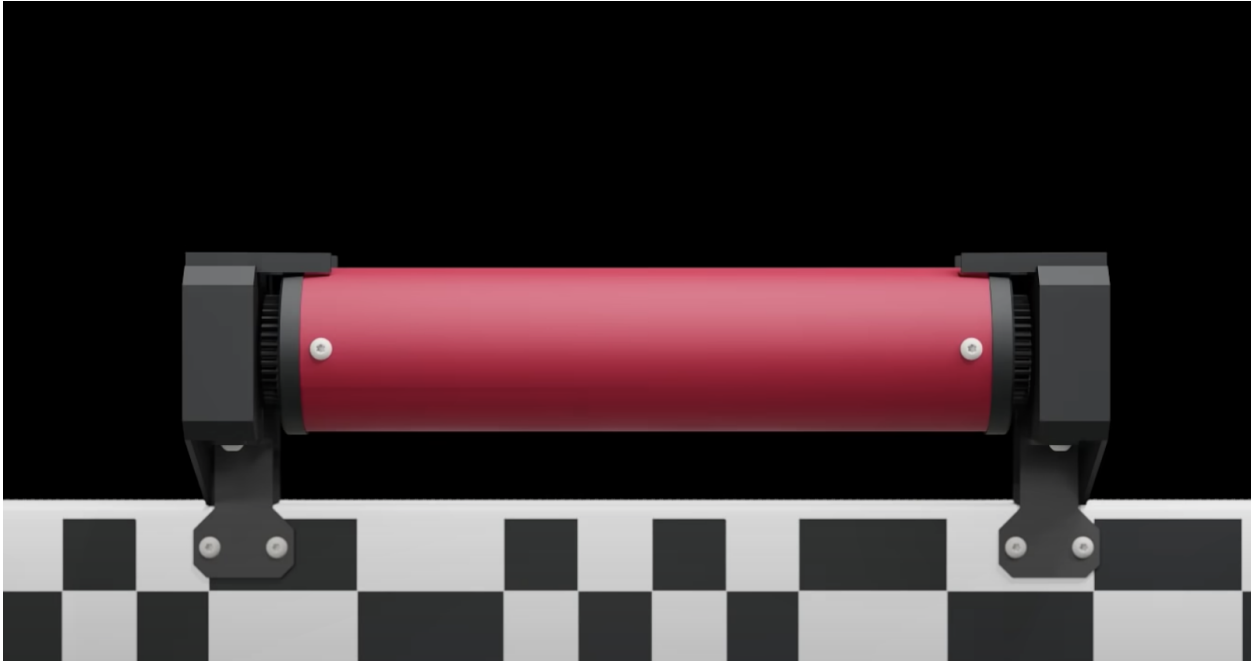
Hoops (High Goals): Each team has their own hoop (corresponding to their team color) to score more fans. Every basketball that a team scores earns them 2,500 fans to their side.



Airball Zone (Low Goal): Underneath each hoop lies an airball area. Every time a team misses a basketball and lands in the area below, it's called an airball. Airballing the ball will make the fans angry and your team will lose -500 fans from your total fan count



Posters (Rollers): In the opposite corners of the court, opposite from the hoops lie Posters. At the start of every match each poster isn't favored by any team. Once the roller has turned to a certain team's color, that team will gain 5,000 fans to their side. Fans want more spirit and with the rollers showing a certain color it will make them join that team.



Autonomous period: The players go and try to score without any help from their coaches. They get an extra point if they have both posters and at least 2 high goals.

Tip Off (Driver control period): In the beginning of the match, for 15 seconds both teams will play without any help from their coaches to score basketballs, posters, or airballs. Each player has to use their own intunity to make plays. After the time is up each coach will be able to help their players.

Re-fills (Gateorae): players can get balls from the loader along with finding them on the ground

Reach Contest (End Game): When the game is nearly over, each team will try and reach the longest with their arms. Every tile of court that their arm reaches too will gain them 1,000 fans to their side.

Fouls/Penalties:

Blocking Foul: A player holds onto another player for over seconds and leaves no space for them to play


Loose Ball Foul: A player shoots basketballs outside of the court. Basketballs must remain on the court at all times

Beyond Court Penalty: During the reach contest, a player reaches outside of the court boundaries

Charging Foul: Players are charging other players on plans to destroy their bot

Unsportsmanlike technical foul: Players are not being respectful to one another

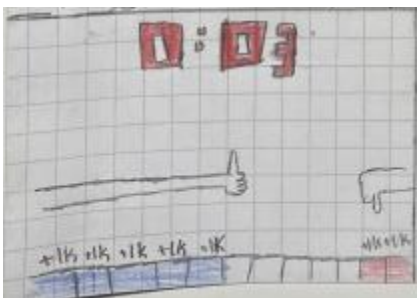
Storyboard/Script:

	<p>Welcome to the RBL Championship!!! I'm your host Nathan. A professional basketball player. *Ahem* Totally. Anyways, our finalists for this game are: BLUE LEMONS!!!! ... v.s the HOT SHOTS. Today's game is going to be amazing!!! Now we'll send it to Reporter Ishaan!</p>
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	<p>Ishaan: Thank you Nathan, it's time to get serious! *Pause* The object of the game is, each team will try to get more fans than the other.</p>
	<p>Ishaan: Along with that goal, each team will have two bots, and two roles to assign to them. One bot will play point-guard and the other will play center. The point-guard's job is to score the basketballs into the hoops and get the most points, while the center will defend the opposing team and will try to gain control of the posters. Both roles are equally important and should be played strategically.</p>
	<p>Ishaan: Each different action as a point value. Scoring a basketball in a hoop will give the team 2,500 fans for each basketball scored. For every poster won by a team, meaning showing their respected color, it gains 5,000 fans to that team.</p>
	<p>Ishaan: But beware! If a player shoots and airballs the basketball. They will lose 500 fans from their side. So make sure that your player shoots their best! Well, that looks like it's it for me back to you Nathan!</p>



Nathan: Thanks Ishaan for that breakdown. Continuing on with the rules, at the start of the championship, for 15 seconds, each team will be coachless. Meaning that the players on the court will have to play on their own.



Nathan: When the match is almost over, both teams will try to do a reach contest. Every tile of the court that a player can reach will add 1,000 fans towards their side. That's all for the rules, now lead it to Ishaan for penalties.

Penalties PAUSE TO READ!!!!

Blocking Foul: A player holds onto another player for over seconds and leaves no space for them to play

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Here are the penalties:

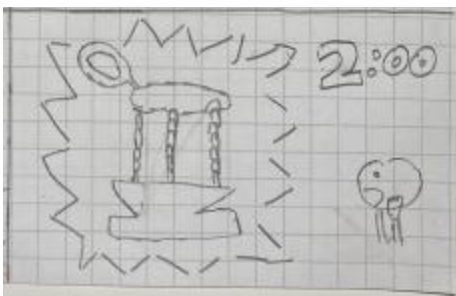
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Nathan: Thank you Ishaan. And to top it all off, the team with the most fans will win the **ROBOT BASKETBALL LEAGUE TROPHY!** I think the game's about to start - We're going into action! I'm Nathan (and I'm Ishaan) **AND LET'S PLAY BASKETBALL!!!**

Extra:

- Pic of Nathan's and Ishaan's face on a basketball player
- Cool intro to reveal the trophy