

“01”

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Story



One day, a mysterious, egg-like structure appears in Smallville, Nebraska. People soon realize that they can no longer enter or exit the city and that all of the cell towers are down.

After a week goes by, supplies are running low and panic begins to set in.



Suddenly, a voice that calls itself "01" is heard from inside the egg and states that the best robotic engineers in the area should assemble at the local arena on the border of Smallville and the neighboring city, Metropolis.



The team is led by a boy named Zuka, a child robotics prodigy and they engineer an advanced robot to complete any challenge that comes its way.

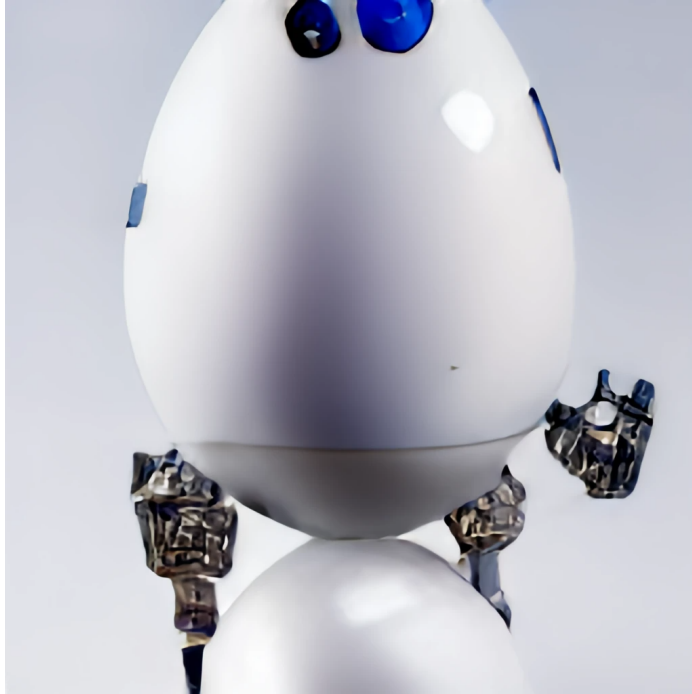


When they arrive, they are met with the opposing team known as the Tamas. Zuka can only see his opponents, as he cannot cross the invisible border.



01 stands at the center of the arena, addressing a crowd of teams gathered around him.

01: "Alright everyone, here are the rules: teams have to use their bots to score as many points as possible by retrieving discs and spinning rollers. The discs are made out of valuable minerals and can be scored in the high goals for 5 points each.



Suddenly, aliens POP OUT from hidden holes in the arena, causing everyone to gasp.

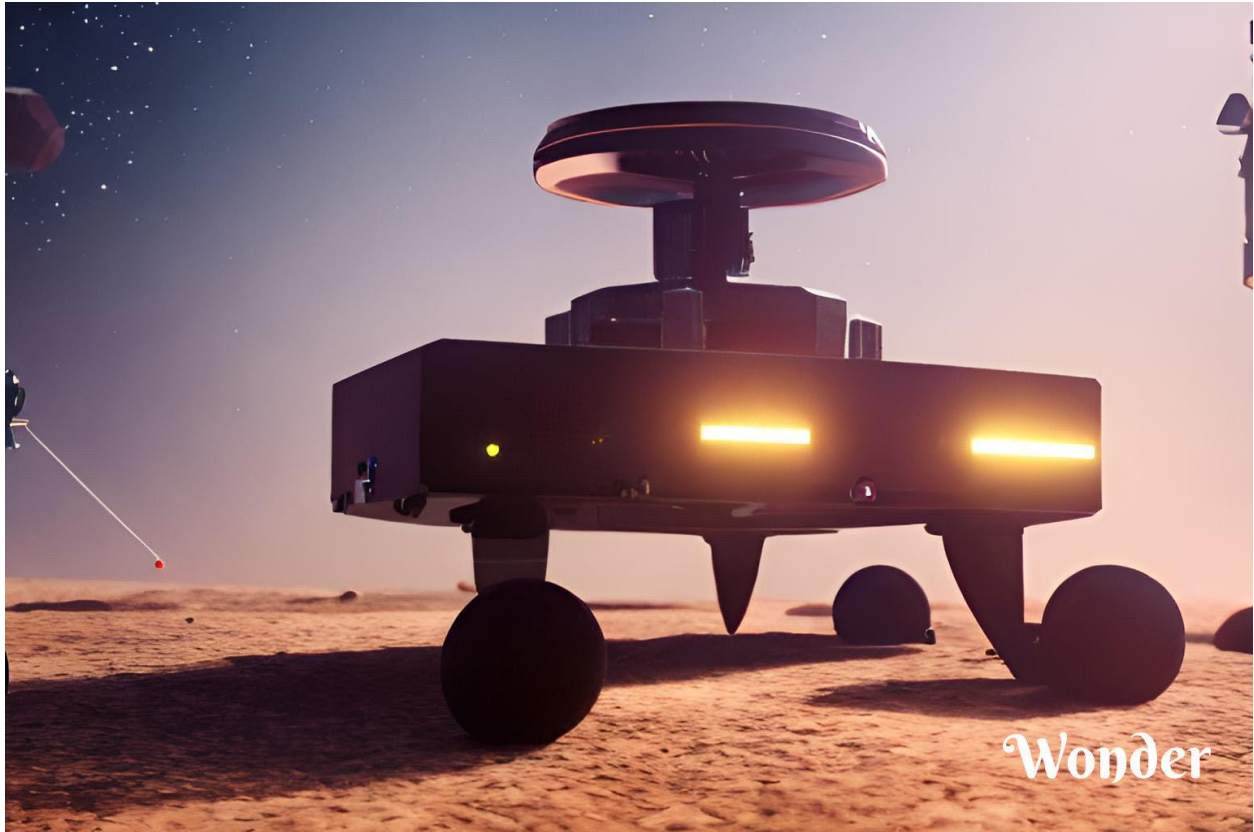


However, teams must be careful not to score in the low goals, which are guarded by vicious alien creatures and worth 1 point for the opposing alliance. The rollers, mounted on the perimeter of the field, represent different teams in the arena and can be spun to show only one color, indicating that the team has conquered that territory. Each owned roller is worth 10 points.



01: “And if that's not enough excitement, then here comes the autonomous navigation portion”

Teams have spent months designing and programming their robots to navigate a complex obstacle course with minimal human intervention.

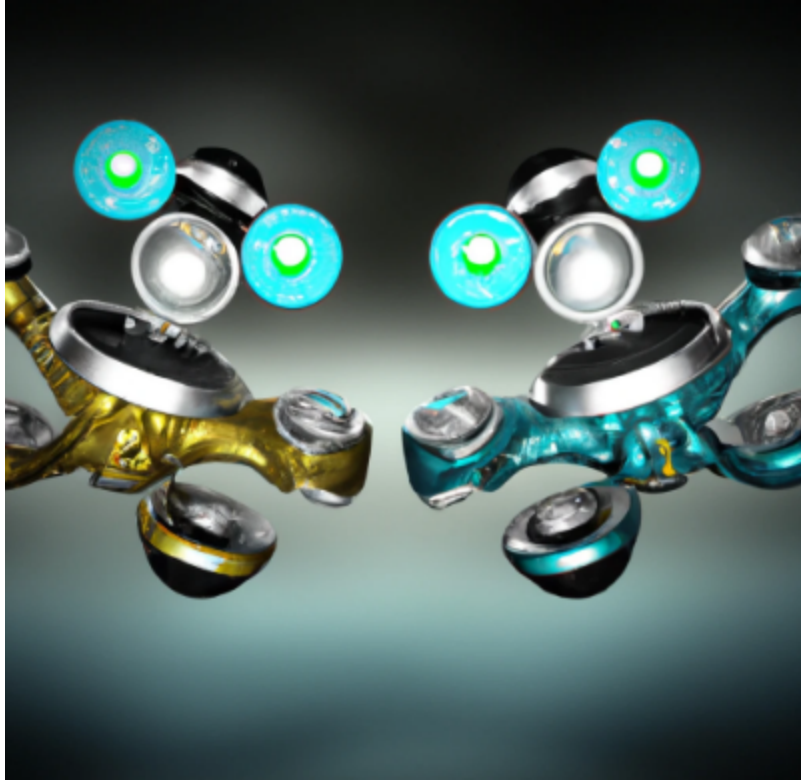


The teams have taken their positions at the starting line. A countdown timer is displayed on the big screens. When it hits zero, the robots **SPRING INTO ACTION**, zipping through tunnels and over ramps with ease. They dodge obstacles and collect virtual checkpoints as they race toward the finish line.



Both teams have bots that retrieve many valuable resources, but when the dust settled, one robot emerged victorious... ZUKA!

The robot has flawlessly completed all tasks on the course, earning the team an additional 10 points



The spinner bots zip across the field to retrieve discs and deliver them to the stacker bots, who carefully place them in the high goals

The teams cheer and shout encouragement as their robots work tirelessly to cover as many tiles as possible -The clock ticks down to the final seconds, the tension in the arena is palpable

Zuka and his team cheer wildly as they are announced as the victors.



Suddenly the voice of “01” echoes through the arena. “Victory to team Zuka. Loss to team Tama.” The arena is suddenly filled with a blinding light and an explosion that shakes the entire building.

When Zuka regains consciousness, he finds that the border between smallville and metropolis has disappeared, and Metropolis’s entire population is gone. He realizes that if he ever wants to get back to his old life, he will have to take control of other cities.



Zuka and his team stand in the arena, looking out at the cityscape in the distance. Zuka takes a deep breath, and the team sets off on their journey to conquer other cities.

The theme of this game connects game and field objects, rules, and on-field interactions through the use of advanced robotics and a futuristic, post-apocalyptic setting. The field is transformed to include theme-based elements such as an egg-like structure that serves as the central hub for the game, and a border that separates the playing field from the outside world. The rules of the game involve teams using their robots to score points by retrieving valuable mineral discs and spinning rollers that represent different teams in the arena. Alien creatures guard the low goals, adding an element of danger to the game. Additionally, teams must navigate a complex obstacle course with minimal human intervention in order to earn extra points. The endgame becomes a frantic race against time as teams work to score as many points as possible before time runs out. The victorious team earns the opportunity to take control of other cities in the post-apocalyptic world. The overall game is a combination of traditional sports with a futuristic robotic theme and a post-apocalyptic world.

Field:



Four Rollers, two High Goals, and underneath each High Goal, is a 1-point Low Goal. In a futuristic, post-apocalyptic setting.