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Bake it Up



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Full Storyboard here: [Storyboard](#)

Full Video here: [Video](#)

What Started it All?:



In a mall, there are two bakeries:



the red bakery



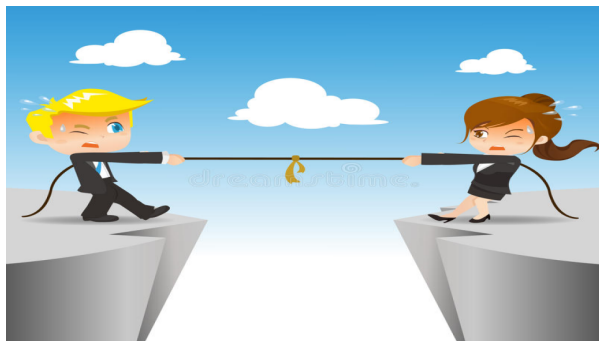
and the blue bakery.





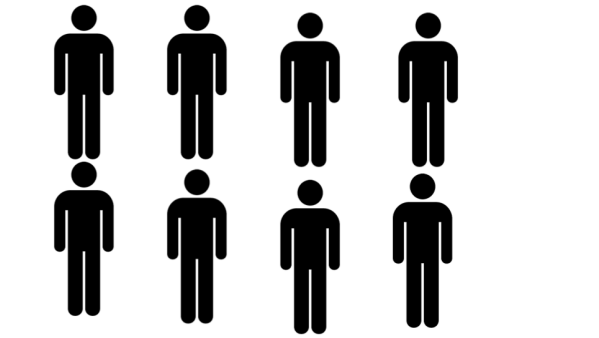
But, there is one major problem:



there is only one food court in the mall so both bakeries compete with each other the whole day in order to attract more customers.


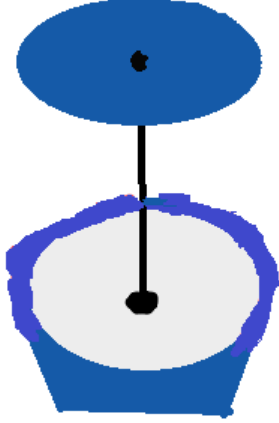


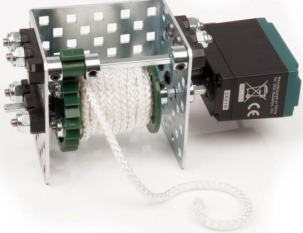





This causes constant competition for both bakeries in terms of advertising and pre-opening setup.

	<p>Because of this problem, both bakeries reach an agreement.</p>
	<p>Each bakery will have 2 minutes to set up and advertise before the mall opens to customers. Each co-owner, two per bakery, needs to use a robot to set up their bakery and advertisements.</p>
	<p>The end goal for each bakery is to attract as many customers to their side as they can.</p>

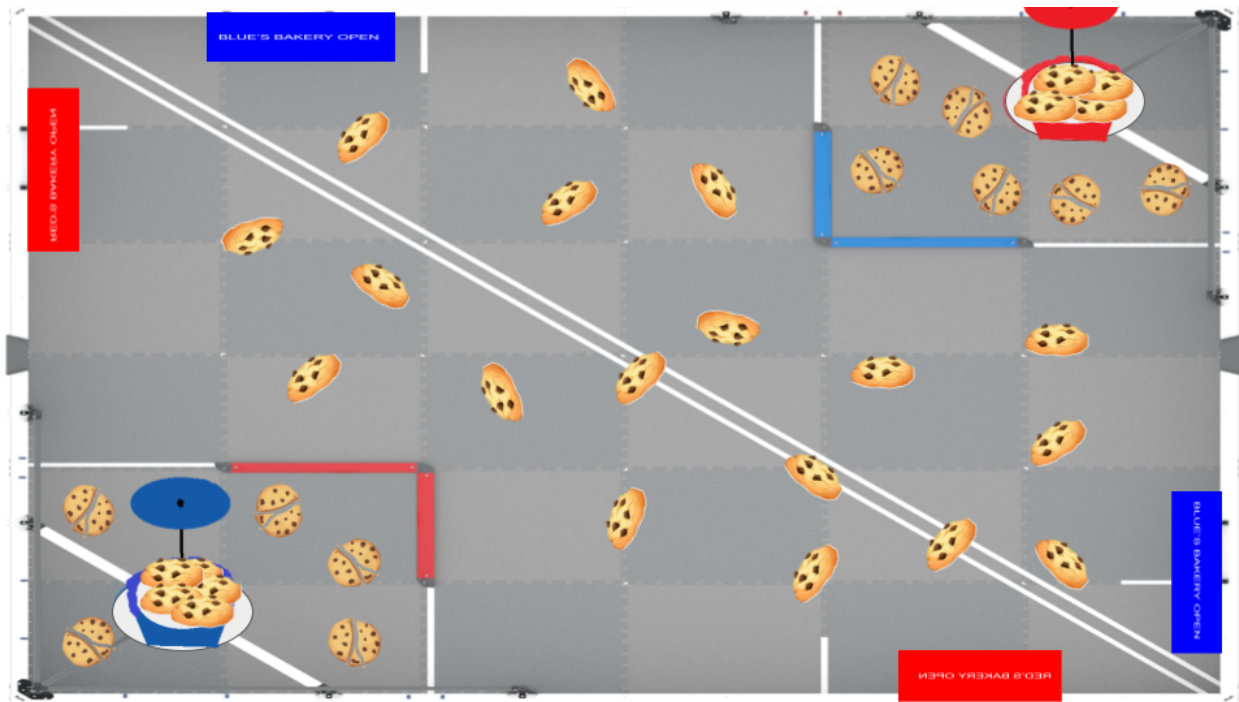
Game Elements and Mechanics Context in Bake it Up:

<p>Disk:</p> 	<p>Cookie:</p> 	<p>Cookies are scattered all around the mall just like disks are in spin up. A cookie represents the initial ingredients a bakery will need to obtain prior to opening to customers.</p>
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<p>High Goal:</p> 	<p>Cookie Basket:</p> 	<p>A cookie basket is where a bakery will need to store their cookies that they gather. Each cookie that lands in a cookie basket attracts 5 customers. However, if a cookie does not make it into a basket, the cookie falls to the floor and breaks. This gives the other bakery an extra customer because broken cookies on the floor cause a mess.</p>
<p>Roller:</p> 	<p>Sign:</p> 	<p>There are 4 signs around the mall. Each sign can be changed by each bakery at any time during the game to advertise their own bakery. If a bakery successfully obtains a sign, they attract 15 more customers.</p>
<p>Expansion</p> 	<p>Flyer Advertisement</p> 	<p>During the last 10 seconds of the game, the two bakeries can advertise with their flyers throughout the whole mall. Every section of the mall that a bakery advertises in attracts 3 more customers.</p>
<p>Points</p> 	<p>Customers</p> 	<p>The two bakeries are competing for the amount of customers they can attract with their setup and advertisement. Each of the</p>

		<p>game elements/mechanics such as rollers and disks are worth a certain amount of customers in Bake it Up. For example, signs attract 15 customers and cookies attract 5 customers.</p>
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How Will the Game Field Look Like?



Above is an image of what a field would typically look like during the middle of the game. The mall has four signs that are occupied by each of the bakeries. Each bakery has their own cookie basket that is filled with cookies. However, under both the cookie baskets are multiple broken cookies. These are cookies that were not able to be made in the cookie basket and are helping the other bakery as it is messing up the floor. Expansion would take place during the last ten seconds when the robots would spread as many advertisements as they can throughout the mall. Each section of the mall is represented by a tile in the top-view image. Each section that a bakery advertises in gains them more customers.

Additional Information:

- Each Bake it Up game lasts for two minutes but is broken down into two major sections: autonomous and driver control. Autonomous lasts for fifteen seconds. During the

autonomous period, the co-owners of the bakeries cannot control what their robot does to set up. They precoded their robots to set up for them. This can be to help them gain a better position in time of driver control or to attract more customers. After the autonomous period, the co-owners are able to drive their robot. During this time, the co-owners can decide whether they want to prioritize signs, cookies, flyers, and other strategies.

- During a Bake it Up game, a robot of one bakery cannot trap a robot of the other bakery for more than five seconds. This is to avoid heavy physical contact so that the mall does not get damaged.
- During a Bake it Up game, a robot cannot send out flyers before the last ten seconds. This is to avoid messing up the mall prior to it opening. The manager of the mall only allowed a 10-second period since it controls the extent to which flyers are distributed around.
- During a Bake it Up game, a robot cannot intake more than three cookies. This is so the cookies do not get squished in the robot and still maintain their flavor, even after being launched into a cookie basket.