



MAKE  
CHANGES

DISC

BY

DISC

BY  
2496V

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## How It All Started

The [United Nations](#) calls for all countries to work together to improve our planet. They set **17 goals** to make Earth, our home, a place full of **peace and prosperity**, one of them being **Goal 14: conserve and sustainably use the oceans, seas, and marine resources for sustainable development**. Our oceans are one of the planet's most **endangered** ecosystems due to **marine pollution caused by our trash** which will greatly affect our **diets, environment, and economies**. **Seafood will be dangerous to consume because of the plastic consumption of sea creatures, ecosystems will be damaged, and the fishing industry could cease**. However, **as technology improves, so has our ability to clean the ocean**. Therefore, we can prevent disastrous outcomes.

## General Definitions

<b>Autonomous Period</b>	15 seconds at the beginning of a <b>Match</b> during which <b>Robots</b> operate without <b>Sailor</b> -control
<b>Driver Controlled Period</b>	1 minute and 45 seconds at the end of a <b>Match</b> during which <b>Robots</b> operate with <b>Sailor</b> control to pick up <b>Discs</b>
<b>Field</b>	The ocean
<b>Match</b>	A set time period, consisting of <b>Autonomous Periods</b> and/or <b>Driver Controlled Periods</b> during which <b>Teams</b> sail boats to collect bags of trash in the ocean and earn points
<b>Robot</b>	A boat sailing to clean up bags of trash in the ocean
<b>Sailor</b>	A person who controls their boat
<b>Starting Position</b>	The <b>Sailors'</b> respective home countries
<b>Team</b>	One or more <b>Sailors</b> make a <b>Team</b> from their respective country

## Game-Specific Definitions

<b>Covered</b>	A field area status; field areas are <b>Covered</b> if it is contacting a <b>Robot</b> at the end of a <b>Match</b> (3 points per field area/ <b>Disc</b> ) <i>Note: Any <b>Discs</b> (bags of trash) that are <b>Covered</b> will also be counted for points and will be transferred to recycling centers after the <b>Match</b></i>
<b>Discs</b>	Bags of trash in the <b>Field</b> (ocean) that can be manipulated by <b>Robots</b> for points; these bags of trash end up in the ocean because of human actions
<b>Endgame</b>	Last 10 seconds of the <b>Match</b>

<b>Expansion</b>	Nets or other mechanism for scooping up the remaining trash in the <b>Endgame</b> <i>Note: A <b>Robot</b> expanding prior to <b>Endgame</b> is overfishing, so the <b>Robot</b> must remove their <b>Expansion</b> by returning to their country for the rest of the <b>Match</b></i>
<b>High Goals</b>	Recycling bins where bags of trash can be disposed of (5 points per bag of trash) and transferred to recycling centers after the <b>Match</b>
<b>Loaders</b>	Pipes where bags of trash can be thrown into the ocean by non- <b>Sailors</b> which further pollutes the ocean
<b>Low Goals</b>	Landfills where bags of trash can be disposed of (1 point per bag of trash)
<b>Owned</b>	A <b>Roller</b> status; <b>Rollers</b> (coral reefs) are <b>Owned</b> (cleaned) by the respective <b>Team</b> of the color for points
<b>Possession</b>	A <b>Robot/Disc</b> status; <b>Robots</b> (boats) cannot hold more than three (3) <b>Discs</b> (bags of trash) at once, otherwise, the boat will sink after 10 seconds <i>Note: <b>Robots</b> can remove <b>Possession</b> of <b>Discs</b> by disposing them back into the ocean</i>
<b>Rollers</b>	Coral reefs with plastic trash on them if uncleaned (not <b>Owned</b> )
<b>Scored</b>	A <b>Disc</b> status; <b>Discs</b> (bags of trash) will only be <b>Scored</b> if they are disposed of properly

*(video script below)*

# Video Script

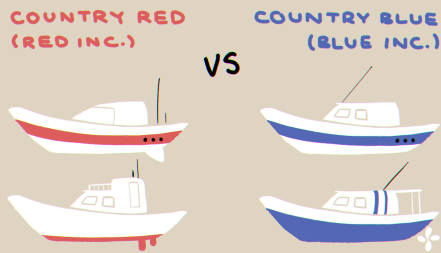
## “Live Stream”

**HENRY:** Welcome to the stream! Do you guys like the **environment**? I sure do!! Today we’re going to react to this **crrrrrazy** video about it!!!!

## “Video”

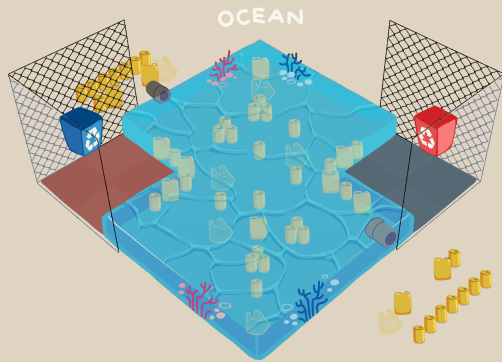
**SHELLEY:** The food chain and marine habitats are **deteriorating**. There won’t be **fresh-cut sashimi, kicking crabs, or family fishing trips**.

**SIHO:** To prevent that, the **United Nations** started a **global competition to collect trash, like the Olympics!**



Each country can deploy two **boats** from their homeland to **collect up to three bags of trash** at a time in the **ocean**.

Unfortunately, more **trash** can be thrown into the ocean through **pipes** from the countries.



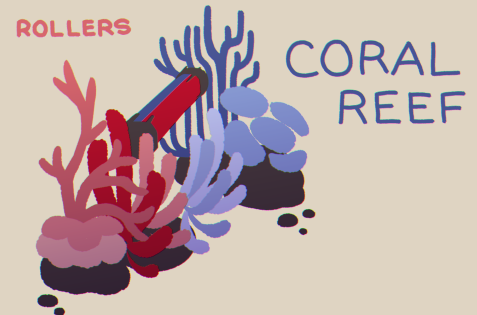
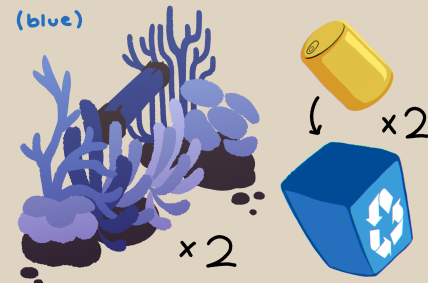
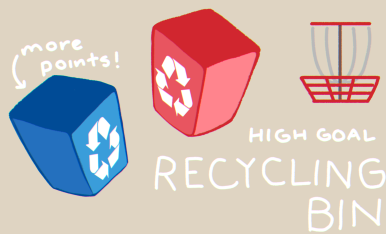
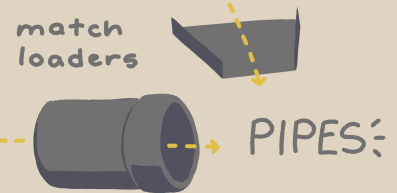
**HENRY:** Each **bag of trash** recycled in recycling bins earns 5 points, **five times** the score of throwing it into the **landfill**. However, there’s a **catch!** A country’s recycling bin is above its opponent’s landfill, so **missing the**

**recycling bin** could score points for the opponent **and stray away** from our **recycling goals**.

**Cleaning a coral reef** also scores 10 points.

**ATHENA:** During the first 15 seconds, the **Autonomous Period**, there’s a special challenge – if the boats **clean their two coral reefs and recycle two bags of trash**, they’ll earn **special points and clean the ocean**.

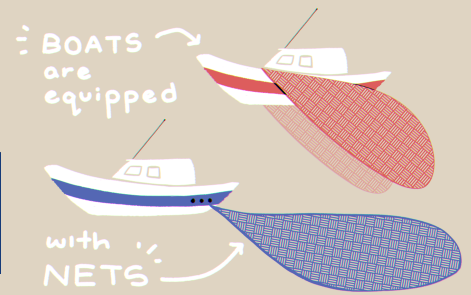
After that, boats can **clean the ocean** for 1:45 seconds.



**SHELLEY:** Boats can also launch **nets** to collect more trash, 3 points per bag. If nets launch before **Endgame**, the country will be charged for **overfishing**, violating **Goal 14**.



**CONSERVE AND SUSTAINABLY USE THE OCEANS, SEA AND MARINE RESOURCES FOR SUSTAINABLE DEVELOPMENT**



Picture Credit: United Nations

Of course, the country with the most points **wins** and helps **keep our oceans clean**, making the Earth a **better place to live!**

You can sign up to develop a boat and represent your country today!

“Live Stream”

**HENRY:** Thanks for watching the stream. Make sure to sign up for the next recycling competition!

Anyone can **Make Changes**, **Disc** by **Disc**.