

Participants:

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Team Number:

480 S

Location:

Spring Valley High School

Objectives and Rules

Welcome to the 2022-2023 VEX Robotics Competition season and this year's game: VRC Castle Battle. VRC Castle Battle is a head-to-head game that is played by two alliances-- one red and one blue-- made up of two battle robots each. The primary game objects in VRC Castle Battle are flat, gray stones. Stones are 140mm in diameter and 20mm thick. There are 60 stones total in a Castle Battle Match: 38 that start on the battleground, 2 pre-loads per a battle robot, and 7 match loads per alliance. Stones can attack the two castles, one per alliance, at opposite corners of the battlefield. Each stone that hits the opposite alliances' castle is worth 5 points. However, battle robots that are aiming at the castles better be accurate because underneath each castle is a stone storage of the opposing alliance, and every stone in it is worth one point for the opposing alliance. In addition to launching stones, battle robots can also spin the 4 rollers mounted to the field perimeter to unroll their alliance's banner. Rollers are 250mm long and 60mm in diameter. If the area inside of a roller's pointers only shows one color, then that alliance's banner is fully unrolled and the roller is considered owned by that alliance. Each fully unrolled banner is worth 10 points. Rollers can be taken over by the opposing alliance by being rerolled to their respective banner color. Each battle begins with a 15 second autonomous period, where battle robots operate without input from their war commanders staying within their side of their battlefield. Each alliance also competes for the autonomous bonus which is won by the alliance that scores the most points within the autonomous period. The alliances also have the opportunity to earn an additional battle win point by owning both banners on their side of the battlefield and attacking the opposing castle with at least 2 stones. The 1 minute 45 second commander controlled period begins once the autonomous bonus winner has been determined. During the commander controlled period, battle robots can pick up stones from the ground or receive match load stones through the stone loader. As the clock winds down, it's time for the endgame. At the end of the battle, alliances will be able to expand their battle robot and deploy traps from it. Alliances will receive a 3 point bonus for each battlefield tile their battle robots and traps are covering. So during the last 10 seconds of the battle, there are no horizontal expansion or trap deployment limits. Best of luck and have a great battle!

How it Ties Together

In this story the stones represent the discs, the castle represents the upper goal and the bottom stone storage represents the bottom goal. The different battle robots represent the vex robots and traps represent the robots' end game mechanisms. Lastly the banners represent the rollers.

Story

One day in a faraway land there were two kingdoms, the Kanyebarflandia and Taylorlandia. One day many years ago, the queen of Taylorlandia (Taylor) was receiving an award for maintaining the best kingdom. The king of Kanyebarflandia (Kanye) was so jealous that he decided to interrupt Queen Taylor's speech. These days King Kanye has become a more and more controversial leader while Queen Taylor and her kingdom remained thriving. This was until King Kanye became fed up and decided to attack Taylorlandia! He declared war.

Nearby there are two kingdoms neighboring Kanyebarflandia and Taylorlandia, these kingdoms are Kimlandia and Swiftielandia. The neighboring kingdoms each picked a side and formed alliances. The queen of Kimlandia (Kim) took King Kanye's side. The Queen of Swiftielandia, (Swifties), took Queen Taylor's side. They set some ground rules of engagement such as the common ground of stones, and restrictions for their war robots. They decided to battle many battles to decide which alliance was stronger. At the end of each battle the winning alliance with the most points gets two battle win points. The kingdoms/alliances gain points by doing a multitude of things like shooting stones at the other alliance's castles, while not getting it in their stone storage. They can also gain points by unraveling their alliances banner, and by their war robots and their traps covering battleground land.

Storyboard Story Rerepresentation

