

Game Overview:

In OCEAN COMMOTION, scientists have discovered a shipwreck filled with treasure, and two factions of marine archeologists have sent robots to pick them up. Three robots start on the 'X' marks on the field--with the front of bumpers touching the SUBMARINE SITE - facing the other alliance's DRIVESTATION.

During the first 15 seconds of the match, COMMOTION occurs, and robots resort to their pre-written code to collect and score PEARLS or COINS for double points. Once the COMMOTION is over, robots go through COLLECTION cycles to pick up PEARLS and COINS and score them in their respective CAPSULES.

COINS will be scored in their alliance COIN CAPSULES and can be placed into three different levels with the bottom level worth 1 point, the middle level worth 2 points, and the top-level being 3 points. Robots may only hold 5 COINS at a time. After 35 COINS are scored within an alliance, a ranking point is earned. Teams can only earn 1 ranking point from COINS. Human players behind the COIN CAPSULE will recycle COINS back into their alliance COIN CONTAINERS after every 35 COINS. They will remove a COLLECTION created in the CAPSULE that stores scored COINS and bring those COINS to their alliance COIN container. They also must follow a designated path of alliance colored tape to return COINS to their COIN CONTAINERS. They may not interfere with the drivers nor abuse drivers, coaches, or refs when recycling. This includes physical contact and not using gracious professionalism with the penalty for doing so being the alliance receiving a red card.

PEARLS will not be recycled and will be located both on the field and in the driver station with another human player dispensing them onto the field. The alliance PEARL CAPSULE has two levels with the bottom worth 1 point and the top is worth 2. Robots may hold up only to 3 PEARLS at a time. There will be 5 PEARLS within an alliance DRIVESTATION with those PEARLS being dispensed by another human player. PEARLS starting in the DRIVESTATION may be dispensed onto the field at any point in the match.

In the last 30 seconds of the match, robots will climb onto their alliance SUBMARINE BARS, before the submarine leaves and they run out of battery. Robots can hang on, touch, or park under their respective SUBMARINE BAR for points. To be considered hanging, robots must remain at least 3 feet above the ground for at least 5 seconds after the match ends. If all robots in an alliance successfully climb, they will be awarded a ranking point. Whichever faction has the most points, in the end, wins the excavation.

Expected Robot Actions:

COMMOTION (15 sec):

During “COMMOTION”, robots will rely on code to drive out of their alliance starting zones. They can intake starting PEARLS from the floor and COINS in their COIN CONTAINER and score for double points.

COLLECTION (2 min):

During “COLLECTION”, robots drive around the field and intake COINS or PEARLS from their alliance BROKEN CONTAINERS, PEARL DISPENSERS, or off the floor. Once picked up, COINS may be shot or placed into drawers on the COIN CAPSULES for points (1 for bottom, 2 for middle, 3 for top). PEARLS may be shot, placed, or pushed into the top or bottom goals on the PEARL CAPSULE for points (1 for bottom, 2 for top). Robots can also play defense (see below).

RESURFACE (30 sec):

During “RESURFACE”, robots can continue COLLECTION. Robots should also head to their alliance’s submarine site to prepare for extraction by hanging on, touching, or parking under their alliance’s SUBMARINE BAR for points (20 for hanging, 10 for touching, 5 for parking). Robots can also assist other robots in hanging, as long as the assisting robot’s weight is being supported by the SUBMARINE BAR. If all robots in an alliance successfully hang, they will be awarded a ranking point.

DEFENSE:

In addition to scoring, robots can play positional or bot-to-bot defense, but may not ram into other robots or enter opposing alliance’s safety zones, located around alliance BROKEN CONTAINERS, PEARL CAPSULES, and SUBMARINE BARS. They can play positional defense while abiding to safety zone rules, but cannot block a scoring angle to the COIN CAPSULES for over 5 seconds.

