






Attack Robots: Part 2

WHY ASIMOV PUT THE THREE LAWS OF ROBOTICS IN THE ORDER HE DID:

POSSIBLE ORDERING	CONSEQUENCES	
1. (1) DON'T HARM HUMANS 2. (2) OBEY ORDERS 3. (3) PROTECT YOURSELF	[SEE ASIMOV'S STORIES]	BALANCED WORLD
1. (1) DON'T HARM HUMANS 2. (3) PROTECT YOURSELF 3. (2) OBEY ORDERS	EXPLORE MARS!  HAHA, NO. IT'S COLD AND I'D DIE.	FRUSTRATING WORLD
1. (2) OBEY ORDERS 2. (1) DON'T HARM HUMANS 3. (3) PROTECT YOURSELF		KILLBOT HELSCAPE
1. (2) OBEY ORDERS 2. (3) PROTECT YOURSELF 3. (1) DON'T HARM HUMANS		KILLBOT HELSCAPE
1. (3) PROTECT YOURSELF 2. (1) DON'T HARM HUMANS 3. (2) OBEY ORDERS	 I'LL MAKE CARS FOR YOU, BUT TRY TO UNPLUG ME AND I'LL VAPORIZE YOU.	TERRIFYING STANDOFF
1. (3) PROTECT YOURSELF 2. (2) OBEY ORDERS 3. (1) DON'T HARM HUMANS		KILLBOT HELSCAPE

For this second part of the Attack Robots project, you will create three “specialty” robots that can be used in place of a normal robot. All other rules (4 teams, attack stage, health disqualifications, etc...) still apply.

Specialty Robots

These three kinds of robots will all *inherit* (*hint hint*) the characteristics of the basic robot class. However, each will have unique properties that can help them in a battle. For example, an “armored” robot could only lose 1 health point per turn, regardless of how much damage the attacking robot inflicts.

There are no requirements to the type of robots that you may create - use your creativity to come up with three different speciality robots. The only restriction, however, is that they behave differently than the basic robot class in some manner.

Cost

The user will have the option of selecting each type of robot. However, each team will have a price limit of \$40. A basic robot will cost \$5 to “purchase” and add to a team, and the speciality robots should be priced accordingly. If the user spends more than \$40 to purchase a team, that team will be disqualified.