Game Design Challenge :

Title: Disaster Alley

Motto :“Improvise Adapt Overcome” -- Copyright

Theme : Natural Disasters

Disaster : Hurricane(wind/water), Earthquake(land,water), Tsunami(water,land), Meteor Shower(fire,land), Volcano(fire,land), Solar Flare(fire,wind),Blizzard(water, wind)

Objective : Fortify and Protect first city

Final : Get to safe zone, maybe ascend

Pieces : Sirens (1 siren, 2 pulls, multiplicative effect, first 10 seconds of announcement), Hexagon Fortification (12 in dia.)

Rules :

Autonomous : Early Warning System

Scoring :

Sirens → 4 Times

|  | water | fire | land | wind |
| --- | --- | --- | --- | --- |
| Earthquake |  |  |  |  |
| Hurricane |  |  |  |  |
| Meteor Shower |  |  |  |  |
| Tsunami |  |  |  |  |
| Volcano |  |  |  |  |
| Blizzard |  |  |  |  |
| Solar Flare |  |  |  |  |
| Totals | 4 | 3 | 4 | 3 |

| Auto | | | Tele-Op | | | End game | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Getting off of the Initiation line | 10 pts /robot | | Pulling the chain for all disasters + autonomous | 1 RP | | One robot on each level | 1 RP | |
| Pulling the chain of the sirens | 2x multi | | Pulling the chain of the sirens | 1.5x multi | | Robot on Level 1 | 20 pts | |
| Delivering Fortifications (top) | 10 pts /piece | | Delivering Fortifications (top) | 6 pts/ piece | | Robot on Level 2 | 40 pts | |
| Delivering Fortifications (bot) | 5 pts /piece | | Delivering Fortifications (bot) | 2 pts/ piece | | Robot on Level 3 | 50 pts | |
| 2x Delivering Fortifications (top) | 20 pts /piece | | 2x Delivering Fortifications (top) | 9 pts/  piece | |  |  | |
| 2x Delivering Fortifications (bot) | 10 pts /piece | | 2x Delivering Fortifications (bot) | 3 pts/  piece | |  |  | |
| Deliver all 6 pieces | 1 RP | |  |  | |  |  | |
| Total | 150 | | Total |  | | Total | 110 | |