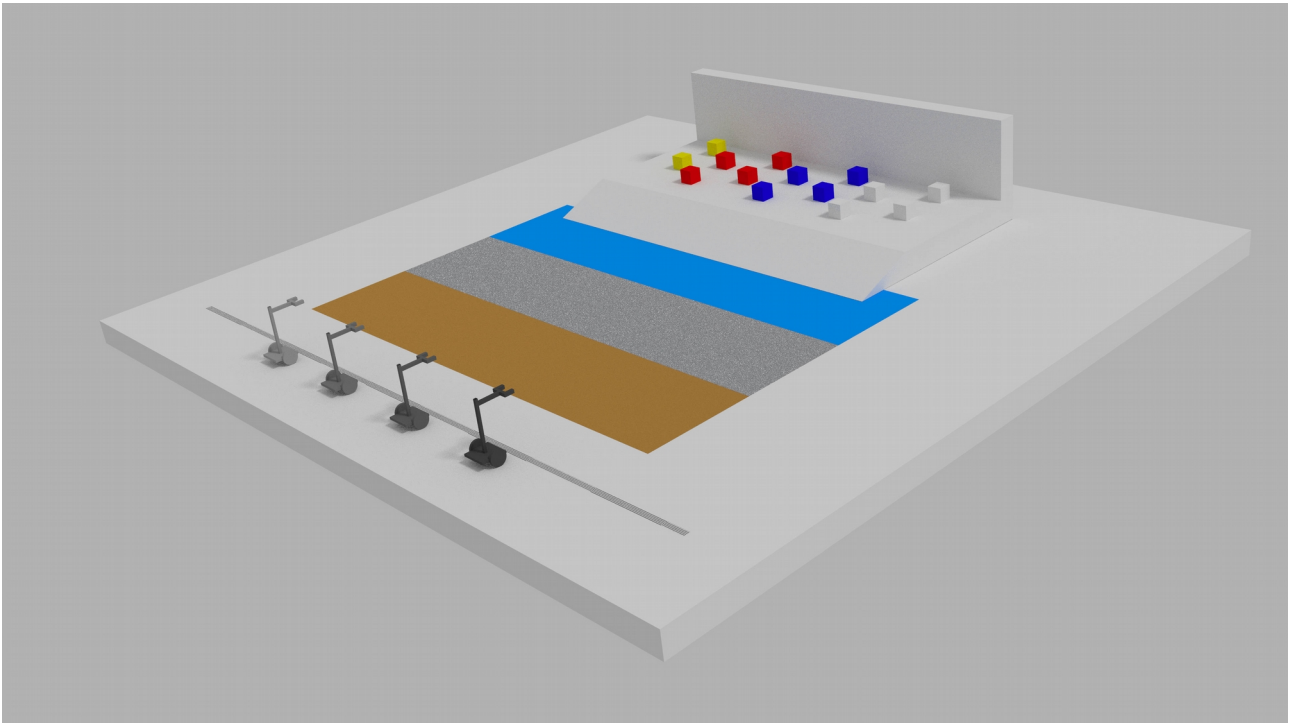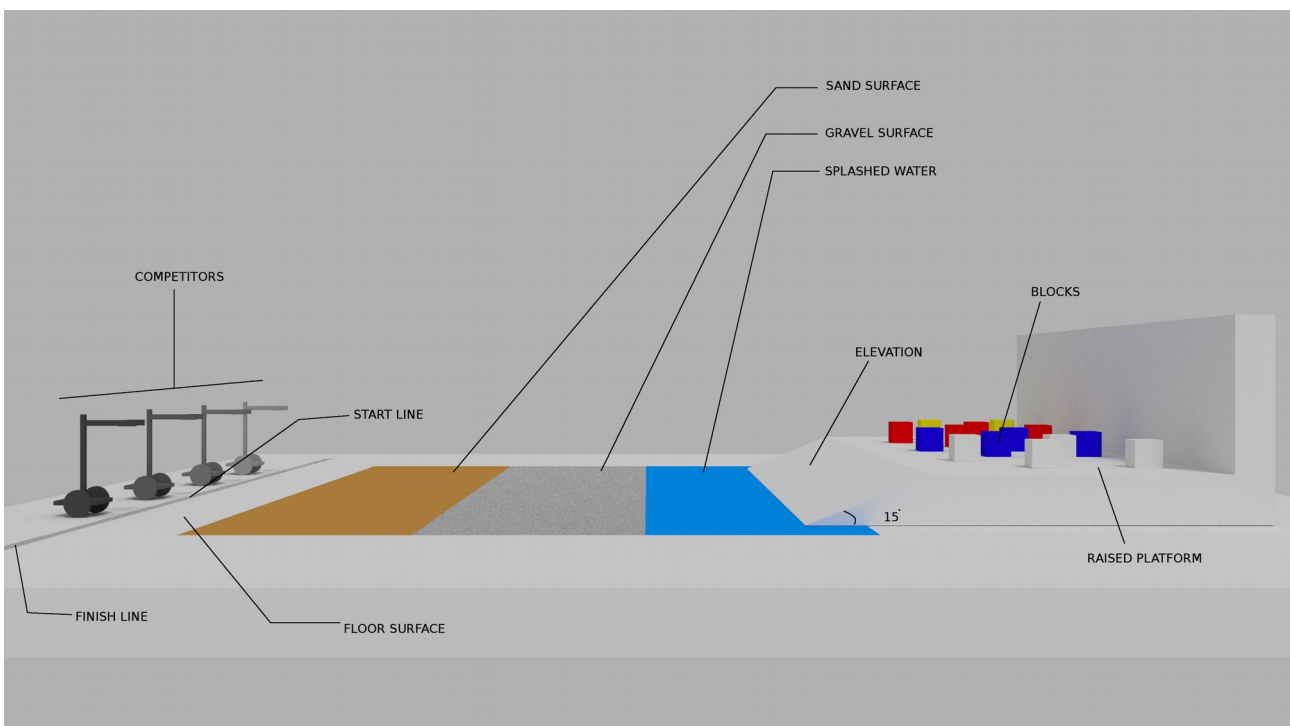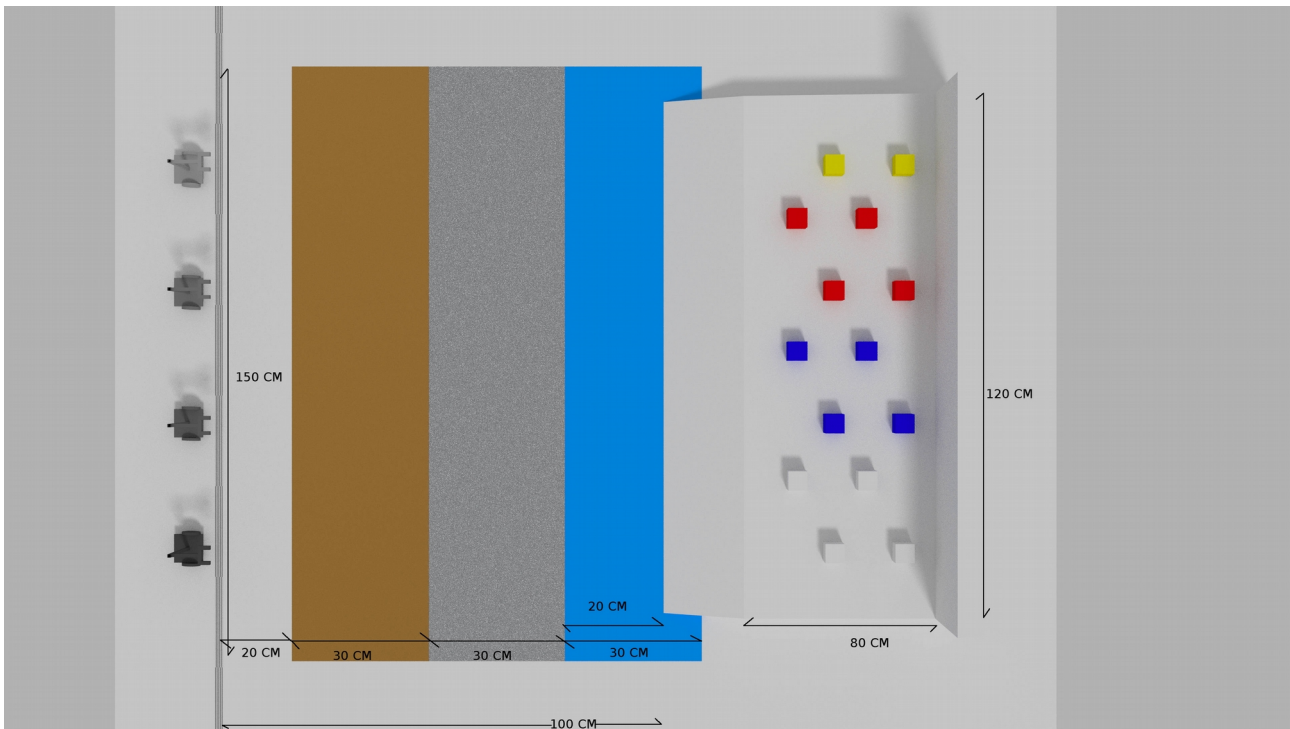## <u>Main Statement:</u>

Design a remote controlled bot to compete against three other competitors to retrieve the maximum number of boxes till the timer runs out.

<u>Level Details:</u>

The bot has to traverse five different terrains, namely floor (tiles), sand, gravel, splashed water on the surface and wood. There would be a raised platform with a ramp connected. The raised platform contains exactly 14 small blocks (5 x 5 x 5 (cm)). The competitor has to traverse through the terrains, pick up a block and again return to the start line with the block, drop the block, and, repeat till the timer runs out. The competitor who collects the maximum number of blocks within 6 minutes wins the round.

150 CM

120 CM

20 CM

20 CM 30 CM 30 CM 30 CM 80 CM

100 CM

COMPETITORS

SAND SURFACE

GRAVEL SURFACE

SPLASHED WATER

BLOCKS

ELEVATION

START LINE

15°

RAISED PLATFORM

FINISH LINE

FLOOR SURFACE

Bot Specification:

The dimensions of the bot should not be more than 15 x 15 x 15 (cm). Either wired or wireless connection can be used (Even both are allowed).

Team Specifications:

Teams must be of 2-3 persons.

Final Round Details:

The winners of each round will compete against each other until there are four competitors left. The final round will be of 9 minutes with 20 blocks on the raised platform.

Rules:

1.   Competitors cannot touch their bot during a match. If touched (out of extreme necessity), a cool down time 60 seconds would be imposed. During this time the competitor should be in complete state of rest. If not, then the competitor would be disqualified.

2.   If one of the competitor strikes another competitor during a match, a cool down time of 90 seconds would be imposed. Moving during cool down would cause disqualification.

3.   If a competitor intentionally or accidentally pushes a block off the platform, a cool down of 60 seconds would be imposed. If moved during this time additional 30 seconds would be imposed.

4.   If striking down a competitor causes the other competitor to completely collapse (unrecoverable until manually intervened), a cool down time of 120 seconds would be imposed on the striker and one block penalty would be imposed on the same competitor. If moved during this period, the competitor would be disqualified.

5.   All bots should be in a state of complete halt once the timer runs out. If moved, the competitor would be immediately disqualified.

+-+-+-+