**Game Idea – eXtreme Robot Pizza (XRP) Party**

**Description – You and your alliance own a pizza shop run by XRP robots. Your goal is to construct your 4 pizza slices complete with toppings and place them into the oven. Then get ready for the next customer by cleaning up your kitchen space and returning to the counter for the next customer.**

**Game Play - There will be two periods just as a standard FRC game, a 15 second autonomous period and a 2 minute 45 second teleop period. You will start at one of your 2 alliance’s pizza place counters (home base). Between the counters are the ingredients. The lower shelf (on the floor) has cheese and sauce. The opposite side of the field is your alliance’s oven already loaded with 4 slices of pizza. To turn the oven on you must enter the pre-heat zone once (there is no way to turn it off once on). In order to have a sellable slice, it must consist of at least 2 sauces and 2 cheeses. Additional top-shelf toppings will be more valuable, but optional. Each ingredient is denoted by different colors (TODO how to color code by alliance):**

* **Cheese – yellow**
* **Sauce – red**
* **Pepperoni – Purple**
* **Mushrooms - Blue**
* **Olives - Green**

**Pizza slices are not to be cross-contaminated (as in they can only have one type of topping per slice).**

**Before the time is up, you are expected to clean up your kitchen area by sweeping all unused ingredients back into the ingredients zone and then returning to the counter to be ready for the next customer.**

**Rules - You are allowed to have at max 2 ingredients in your control at one time. Control is deemed what you are manipulating with examples as carrying, lifting, shooting, or pushing. Anything more ingredients under control will be considered a penalty. You can block the other team, however any contact will be deemed a penalty by the initiator and points will be deducted.**

**Robot Construction Rules - Robots have a height limit of 12”. There is no length and width limit of the robot. However, the starting configuration of the robot MUST fit into an infinitely high cube, bounded by the perimeter of the Home Base (18” x 18”)**

**Scoring -**

**During autonomous mode, leaving the counter area completely will be awarded with 2 points. If you navigate and park in your team’s pre-heat zone that’s an additional 10 points.**

**During teleop, you are awarded 2 points for parking in the pre-heat zone. Once your oven is enabled, each sellable slice will be 4 points for plain and 3 additional points for each additional top-shelf ingredient. (3 or more sellable slices earns you a Ranking Point).**

**If at the end of the match you are fully parked back at the counter, you will earn 5 points. If your kitchen area is clean from ingredients, you earn 10 points. Each ingredient (trash) left in your opponent’s kitchen is a 1 point deduction.**

**You are not allowed to initiate contact or enter your opponent’s oven. These each will result in a penalty of 2 points.**

**The team with the highest score at the end of the game wins (and earns 1 Ranking Point)! The 4 highest ranked teams will have a playoff to see who is the best robot pizza entrepreneur and claim bragging rights (and swag) for the year!**