FIRST LEGO LEAGUE CHALLENGE

Robot Game Video Recording

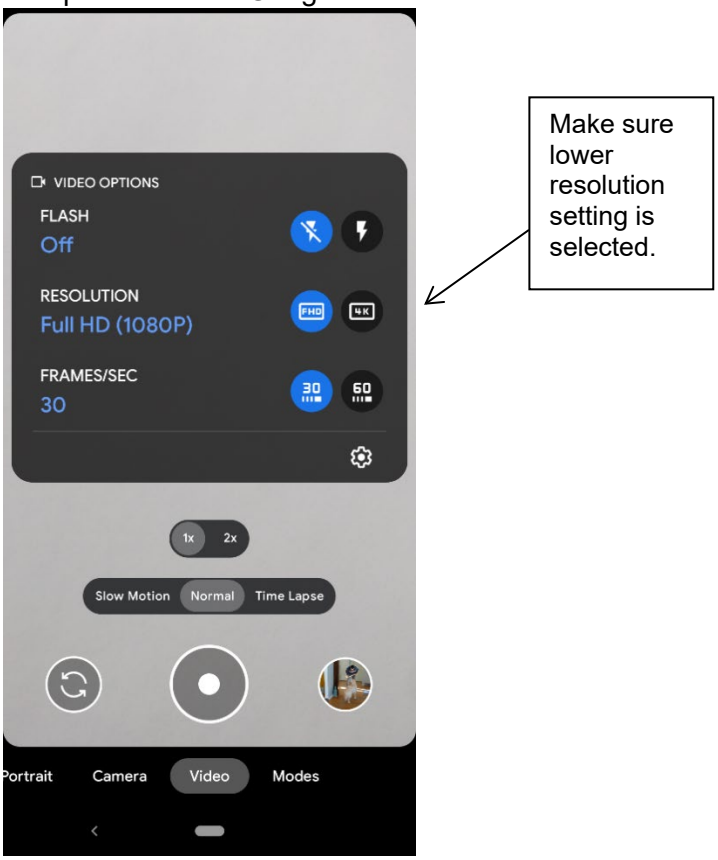
February 2021

FIRST LEGO LEAGUE

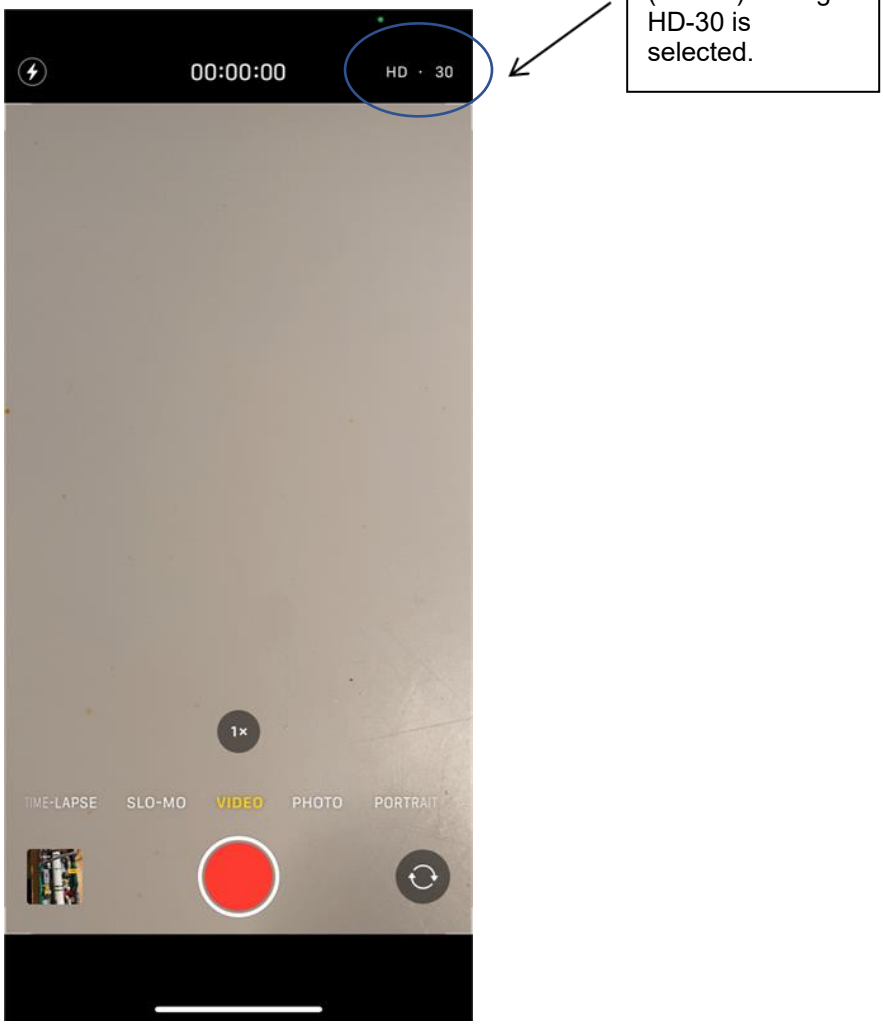
Recording your matches

- You will upload a single unedited video of your match – before, during and after, with no pauses – so make sure you keep recording throughout.
- Any video equipment will do. A cell phone video will work just as well as digital camera with a tripod
- Be sure to check your video recording settings before starting. Some cameras and cell phones are set to automatically record in 4k. This setting needs to be changed to a lower-resolution setting so that completed file size is under 2 GB. You may need to go into your advanced settings and select the control that allows for more efficient video storage.

Sample: Android - Google Pixel:

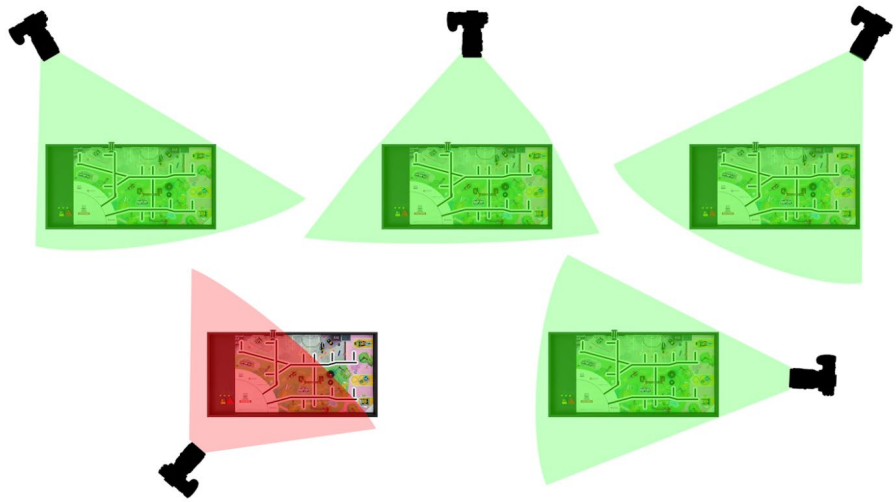


Sample: iPhone:



- Use plenty of light with minimal shadows and keep the camera still.
- Do your M00 Equipment Inspection.
  - Show your robot and equipment spread out in home.
  - Point out each motor, showing there are 4 or fewer.
  - Show that all your equipment fits in one of the inspection areas.
  - Use a ruler to show it fits the height limit.
  - Show your M01 Innovation Project model if you have one.

- Choose your camera position.
  - The camera must show the whole field and all of home for the entire match.
  - These diagrams will help you decide where to stand for a good view.



  - Choose a side or corner if your robot spends most of the game there.
  - If the action is balanced across the whole field, shoot from the north edge.
  - If the match ends with the robot on the pull-up bar or dancing over the dance floor, please be very sure that detail can be seen clearly.

- Choose your camera angle. The more downward the view the better, but a fully vertical “bird’s eye” view is not needed.

Keep recording…

DURING THE MATCH

- Do not move or adjust the camera until the match ends.
- **Check that your entire robot and all its equipment is inside the launch area before you launch.**
- Provide a verbal countdown at the start (“3,2,1, LEGO!”).
- You are encouraged to provide a play-by-play commentary. Tell the camera what that robot is up to!
- **Reminder: All normal rules apply.**

Keep recording…

END OF THE MATCH

- When you stop the robot because it has completed all possible actions, or because the match is ended, please say the reason out loud for the camera. Examples: “We’re all done now,” or “Okay, the match is over.”
- Slowly pan on each mission and outcome, focusing especially where you think points were earned, and please narrate your successes or misses wherever that would help referees. Example: “The bench is down, and there are 3 hopscotch spaces with cubes, but the backrest is still hanging on.”

Your Match MUST Include the following

- An overview of the table showing correct Mission Model Setup
- An inspection of your robot - pointing out each motor and showing the robot and all attachments in either the large or small inspection area
- A countdown to the start of the 2:30 match. Note that the team may set the robot in the launch area prior to the start of the match.
- Optional: Have a team member narrate each mission the robot is attempting. The referees find this helpful in making sure that nothing is missed.
- An auditory indication that the match is over after 2:30 has elapsed or after the team is finished attempting missions, whichever is sooner.
- A walkthrough of the missions that the team has attempted. This will allow the referees to verify any scoring conditions. When in doubt, just show the status of the field in the video. You may earn points you weren't expecting.
- At some point in the video, please state your team number and name so scores can be correctly attributed to your team.
- Please remember to submit your two BEST scoring runs. Sometimes teams make mistakes when scoring themselves, so submitting multiple runs will improve your team's odds of achieving a high score.
- It is very important that each match video is a single, unedited and continuous recording. Please do not add any video editting or filters to the recording.