

SENIOR

2ND DAY CHALLENGE

Positioning and Randomization: By default, game objects need to be positioned and randomly distributed in the same way as they are in the main mission.

Modifications:

- **Do not** put the harbour walls, the cranes, the marking blocks, and the fuel station on the field.

| Tasks | Each | Max. | # | Total |
|---|------|------|---|-------|
| The robot should bring the red special container from the big ship to the small ship | | | | |
| The red container is successfully loaded onto the small ship | 40 | 40 | | |
| The robot should bring the blue containers to the Start & Finish Area | | | | |
| A blue container is <u>completely inside</u> the Start & Finish Area | 20 | 40 | | |
| A blue container is <u>touching</u> the Start & Finish Area | 10 | | | |
| The robot should bring the green containers to the mooring station | | | | |
| A green container is <u>completely inside</u> the mooring station | 20 | 40 | | |
| A green container is <u>touching</u> the mooring station | 10 | | | |
| The robot should bring a white container to Crane A (grey rectangle) | | | | |
| A white container is <u>completely inside</u> the grey rectangle | 20 | 20 | | |
| A white container is <u>touching</u> the grey rectangle | 10 | | | |
| The robot should bring a white container to Crane B (grey rectangle) | | | | |
| A white container is <u>completely inside</u> the grey rectangle | 20 | 20 | | |
| A white container is <u>touching</u> the grey rectangle | 10 | | | |
| Park the robot on the fuel station | | | | |
| The robot is <u>touching</u> the fuel station (only if other points are assigned) | | 15 | | |
| Maximum score | | 175 | | |
| Total Score in this run | | | | |
| Time in full seconds | | | | |