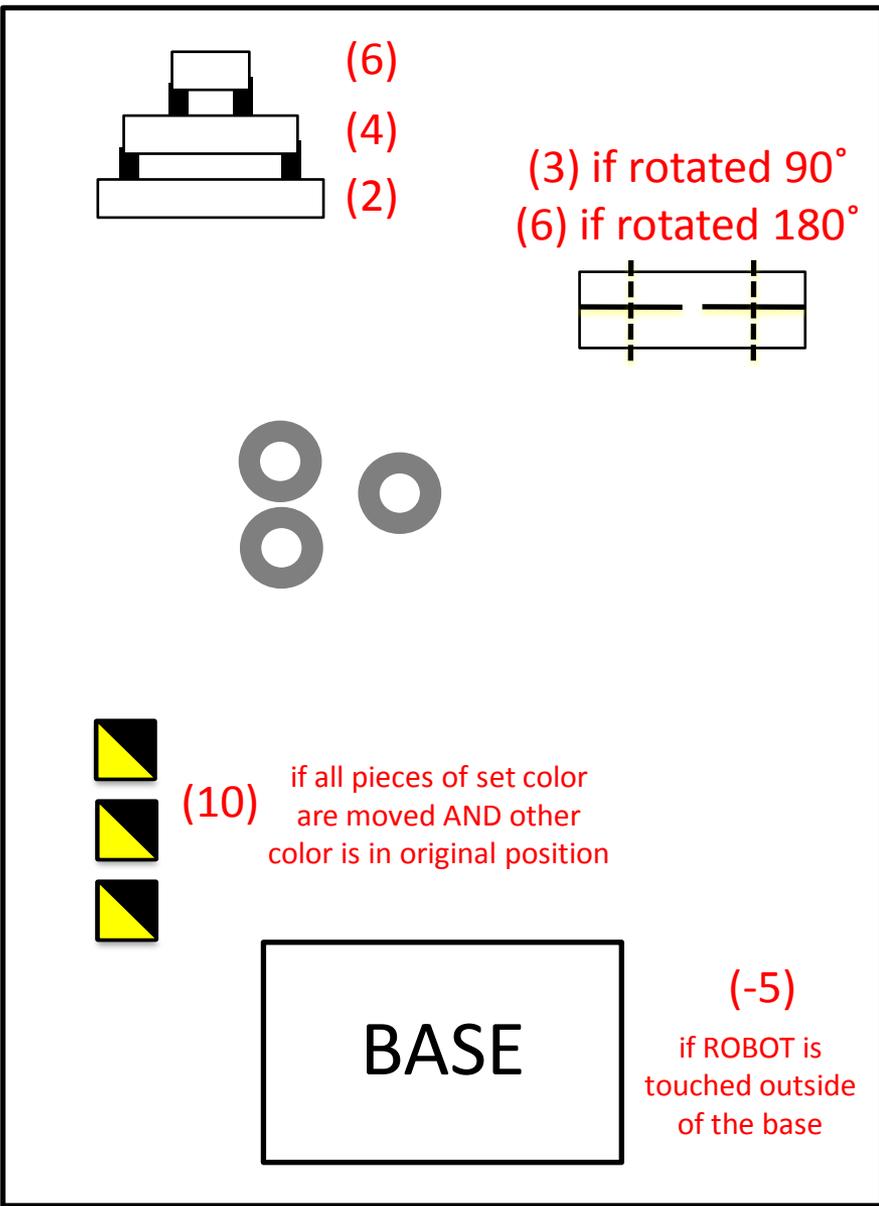


NXT Game Challenges

UPDATED: Thursday, 1 November

- ROBOT shall include 1 NXT brain, no more than 3 motors and no more than 2 sensors
- ROBOT shall be built entirely from LEGO pieces
- ROBOT must be fully contained inside BASE at start of GAME
- ROBOT must be fully autonomous after leaving BASE and may not be tethered in any way
- If ROBOT leaves the game field it will be returned to BASE and given the PENALTY
- Scoring will be awarded after the GAME ends. *If the GAME PIECES are placed on the top, but fall, points will be awarded based on location at the end of GAME. Likewise, if the GATE is rotated and then returned to its original configuration, no points would be awarded.*
- GAME PIECES are scored based on which platform they are supported by: 6 points for the top level, 4 points for the middle level and 2 points for the bottom level.
- A color of BLOCK will be selected at the start of GAME. All pieces of selected color must be moved and the other color left in place or returned to initial position by the end of GAME.
- PENALTY is worth -5 points
- GAME shall last 2 minutes
- Minimum GAME score is 0
- Maximum GAME score is 40



UPDATED: Sunday, 4 November

- ROBOT shall consist of a LaikaBot with *minor* modifications, minor is defined as LaikaBot is intact at the end of each class period
- ROBOT may use a maximum of 1 SENSOR
- ROBOT shall be built entirely from LEGO pieces
- ROBOT must be fully contained inside BASE at start of GAME
- GAME shall last 90 seconds.
- PENALTY is worth -5 points
- Minimum GAME score is 0
- Maximum GAME score is 90
- ROBOT must be fully autonomous after leaving BASE and may not be tethered in any way
- If ROBOT leaves the game field it will be returned to BASE and given the PENALTY (-5)
- If the ROBOT has to be retrieved from the game field it must be returned to BASE and given the PENALTY (-5)
- GAME PIECES moved to the correct COLOR are worth 10 points each.
- GAME PIECES moved to the incorrect ZONE are worth -5 points each
- GAME PIECES left in their original position are worth -3 points each.
- GAME PIECES are scored based on their location at the end of the GAME

