
Fortunes Feud

Game By: Team 4079 - Quantum Leap

1. Background

1.1 Game Title

Fortunes Feud

1.2 Contact Emails

Mr. Peralta's email: Alejandro.Peralta@jpl.nasa.gov

Dr. Alonso's email: alonso_f@auhsd.us

1.3 Time Zone

Pacific Standard Time

Game Summary

Game Overview (500 Word Limit)

In Fortunes Feud, 2 Ships battle each other out on the open seas, trying to take each other's loot and damage the enemy's ship, leaving them stranded. Each Ship has a Deck, Cargo Depot, Masts, Sails, and a Treasure Room. With the Seastorm causing a severe lack of visibility, Shipmates are unable to battle and must instead hunt for Hidden Treasure scattered across the Ocean. Shipmates must deposit Hidden Treasures into the 2 Treasure Chests in their Treasure Room to keep the Gold safe from the Seastorm.

Once the Seastorm has cleared, the 2 Ships are left to fight each other. Shipmates must grab Cannonballs from the Cargo Hold and Cargo Depots located on their Ship and load them into their cannons to damage the enemy Ships Masts & Sails. The Ship with less health will be unable to escape the battle, forcing their Shipmates to surrender.

Shipmates can continue to find Gold on Hidden Treasures as they battle and deposit them onto the 2 Treasure Chests in the Treasure Room. Gold deposited in the Treasure Chests can be used to buy Gunpowder or Sail Materials at the Pirates Port. If a Treasure Chest has 3 Gold, then Shipmates can choose to either Load More Gunpowder, doing double damage, into the Cannons or Repair The Sails, increasing your Ship Health, to prevent your Ship from sinking and so you can escape.

In the last 30 seconds, Shipmates can Board the Ship by going up the Ramps to drop the Plank. Once the Plank is dropped, the enemy's Upper and Lower Deck can be boarded, so Shipmates can loot and pillage the enemy ship.

Each Ship starts out with 200 Ship Health. The match will continue if an Alliance's health goes negative, and the Ship with the least amount of Health loses, leaving the Ship stranded. Every Robot action in Fortunes Feud causes the enemy Ship to lose Ship Health, whether it is through Cannonballs or Gold. Robot actions such as

climbing the Ship Deck, holding Gold at the end of the Match, depositing Gold into the Treasure Rooms, and successfully shooting Cannonballs at the High and Low Sails will deal damage. The only action that can let your Ship regain health is Repair the Sails, 1 of 2 Improvements that exist in the Game. Ranking Points can be earned in 2 different ways, either by dealing at least 20 Boarding points to the enemy Ship Health by Boarding the Ship, or by depleting the enemy Ship's Health to 0. Boarding points are dealt with when a Shipmate Boards the Plank, Lower Deck, or Upper Deck, with each platform having a different value.

Description of Notable Field Elements (300 Word Limit)

The field has 2 Ships on opposing sides, represented by the Alliance Wall. Each Ship contains 2 Masts with differently sized goals, representing Sails, for the enemies to fire Cannonballs in. 1 Sail is placed higher than the other on the Mast. The Masts and Sails are located at the far ends of the Alliance Wall, with 1 Mast near each of the corners of the field. Each Cannonball successfully fired into a Sail removes Ship Health from the enemy Ship, with the number of Ship Health removed depending on which Sail is shot at. Cannonballs fired into the High Sails deplete the enemy Ship's Health by 5 health points and the ones fired into the Low Sails deplete the enemy Ship's health by 3 health points. 6 Cannonballs are contained in the Cargo Depot, with each Alliance having 2 Cargo Depots on their Ship. The Cargo Depot is located in between the Ship's Masts and is attached to the Alliance Wall. More Cannonballs will be deployed into the field through the Cargo Holds. Each Team has a single Cargo Hold attached to their Topmasts, replacing that Mast's Low Sail.

Each Team can also deplete enemy Ship Health from the Hidden Treasures located at various points on the Field, containing Gold that can be hung in their Treasure Rooms. Treasure Rooms are located at the ends of each Field, along the same wall as the Cargo Depots and Masts.

The center of the Field has 2 platforms, representing Decks, at different levels, a Safety Wall separating them, and a Ramp+Board that acts as a Plank to the board opposing Ship in the Endgame. Boards are attached to the Ramp via a hinge, which the Robots are expected to bring down in order to be able to board the Deck.

Description of Expected Robot Actions (300 Word Limit)

Before the match, each Robot can preload 3 Cannonballs or 1 Gold. If a Robot preloads Gold, it will be taken from the nearest Hidden Treasure. Shipmates are expected to fire Cannonballs into the Masts and Sails. Robots can get Cannonballs from the Cargo Depots or the Cargo Hold. Then, the Cannonballs can be shot through the High Sail or Low Sail located on the Topmast or Mainmast on the enemy Ship. Throughout the game, Robots are encouraged to defend their Ship's Masts and Sails against enemy Robots, whether it is through blocking or pushing the opponent's Robot. Each Alliance also has the capability to retrieve Gold from various Hidden Treasures placed around the Field. If 3 Gold is placed on the Treasure Chest in the Treasure Room, the Alliance can activate 1 of 2 possible Improvements. During the Endgame, "Boarding the Ship", both Alliances will bring down the Plank to board the enemy Ship. After the Plank is brought down, whether it is through a manipulator or by pushing it down, Robots must board the Lower Deck and the Upper Deck, if they have a climber to get on top of the Upper Deck.

A potential game strategy could include 2 Shipmates attacking the enemy's Mast & Sail and 1 Shipmate collecting Gold for the Alliance for Improvements. The Alliance could then use the "Load" Improvement and deal double damage to the enemy's Ship for the next 10 seconds, while the third Shipmate continues to do Gold runs. This denies the enemy the possibility of utilizing their "Repair" Improvement, ensuring a safe win for the alliance. This game highlights both versatility and dexterity as alliances need to be able to quickly score and obtain Gold in order to gain the upper hand in the feud.

How is Game Element Used (300 Word Limit)

In order to complement a "Pirate" theme, the Chain game element will be used as "Gold" in the resemblance of a gold chain necklace. There are 10 Hidden Treasures located at various points on the Field, with each Hidden Treasure holding 1 Gold. Alliances will have the opportunity to gain Improvements by obtaining Gold from the Hidden Treasures and depositing them onto their Treasure Chests in their Treasure Room. Due to the fact that there is only 10 Gold on the Field, and each Improvement costs 3 Gold to activate, there can only be 3 total Improvements used per Match, regardless of which Alliance activates it. Since Gold is a valuable

commodity, it will not go back into circulation once it is used and instead will remain on the Treasure Chests. If a robot is in possession of Gold when the Match ends, an additional 6 points will be subtracted from the enemy's Ship Health.

The 2 Improvements that are unlocked by using the Gold to purchase Gunpowder and Ship Materials are "Load the Gunpowder" and "Repair the Sails." Gold gathered into the Treasure Chests can be used to buy extra supplies from the Pirate's Port, which is how the 2 Improvements are unlocked. The "Load" Improvement grants the Alliance double damage for the next 10 seconds. For example, any Cannonballs scored in the Low Sail while this is activated will do 6 points of damage rather than the normal 3 points of damage. The extra gunpowder purchased from the Pirate's Port will give the Cannons more firepower. The "Repair" Improvement gives the Alliance an additional 20 Ship Health. However, this Improvement cannot be used if the Alliance reaches 0 Ship Health. The Sail Materials purchased from the Pirate's Port will help with the repair, unlocking the "Repair" Improvement.