

## Challenge #3 – “Smash Up Derby” – Computer Coded!

(Score based on Battle Performance)

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### Goal:

Students will computer code their robot to battle other robots on the class course to see whose is the last one in bounds and mobile.

### Purpose:

Purely Fun!

### Teams:

Students will continue to work with their current teams unless they request to move to a new group.

### Guidelines:

- Teams will start their robot from any side of the square. When the Battle begins, the robots will drive out and try to either demobilize the other robots or push them out of bounds.
- Once a robot is considered not mobile or pushed out of bounds, it is out of play for that round. The immobile robot remains where it is and can be removed when the round ends.

### Scoring:

There will be a total of 5 rounds. Each round, the players will be given a score:

Winner = 100 pts.

2nd Place = 90 pts.

3<sup>rd</sup> Place = 80 pts.

4<sup>th</sup> Place = 70 pts.

5<sup>th</sup> Place = 60 pts.

6<sup>th</sup> Place = 50 pts.

At the end of the five rounds, the scores for each team will be added up and divided by 5. That score will determine placement and grade.

**FYI:** Mr. Harrington is the official “Official.” He is always right and knows all! He will determine the place of each team in each round. (Bribes are excepted!)

**Note:** No rules are hard and fast...these guidelines will constantly morph from student input to make a more exciting game!

