

Game Analysis

This years game "Tower Takeover" is a stacking based game. Robots must be able to lift and place cubes in towers, or either of the two zones allotted to each alliance. There are 7 towers, 4 zones, and 66 cubes on the playing field. 2 of the towers are alliance towers, 2 of the zones are for the red alliance and the other 2 are for the blue alliance. 22 of each of the 3 color cubes (green, purple, orange) on the field.

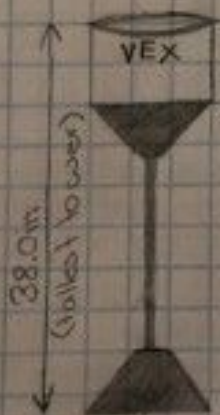
Cubes



There are 66 total cubes on the playing field, with 2 purple cubes being the autonomous bonus. Each cube on it's own in a zone is worth 1 point unless a cube of the same color is placed in a tower (point multiplier).

Cube Mass: 285 ± 10 grams

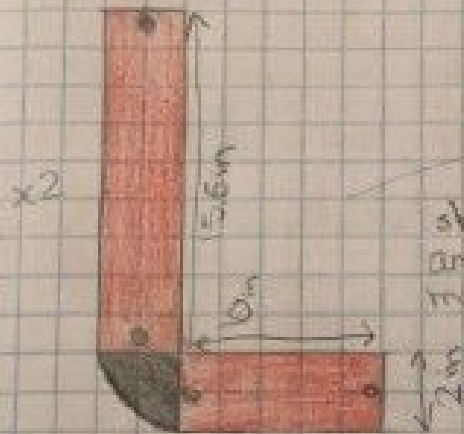
Towers



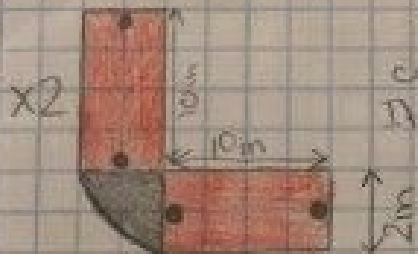
*one of the four tower heights

There are 4 different sizes for towers, 18.5", 18.7", 24.7", 38.0"; 2 of each except for the tallest tower, so 7 towers in total. These are point multipliers for the cubes stacked in the zone.

Floor Goals (Zones)



This zone can accommodate 2 stacks of side by side cubes, and is in a protected zone, this means that the other alliance cannot enter.



This is the smaller zone and can only hold one stack of cubes. It is not protected and other robots can push you around.



This year's game is more of a strategy based game due to the lower multiplier. A smaller stack can beat a larger stack based on what color cubes are in the towers. However, a combination of mass stacking and efficiently placing cubes in towers will lead to a very good overall robot.